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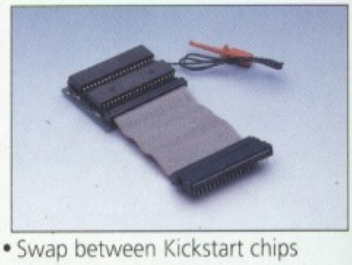
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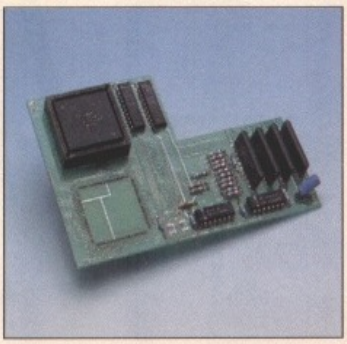
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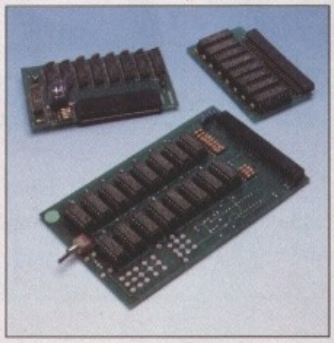
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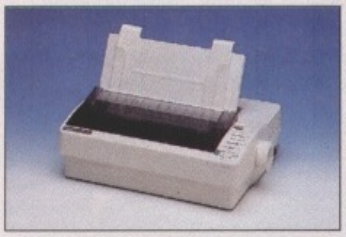
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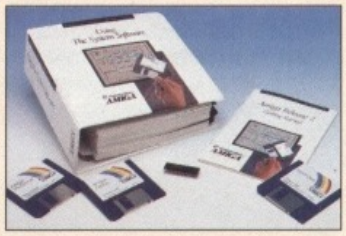
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amiga FORCE

ISSUE 9
SEPTEMBER 1993

FRESH FROM THE OCEAN

14

A sneak preview of the game of the film of the year: yes, *Jurassic Park* is going to be big. Plus all the rest of Ocean's upcoming releases.









6

READ ALL ABOUT IT

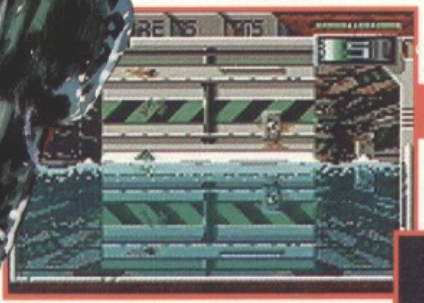
All the latest news, including details of upcoming CD32 releases. Plus the Amiga Top 20.

WIN AN AMIGA!

8

Plus games galore and boxes full of yummy Quavers! They taste curly, you know!





PLAYTEST

10

We take a look at Psygnosis's nearly-finished multiplayer extravaganza *Hired Guns*, and give our verdict so far.



JUST AROUND THE CORNER

18

There's a whole load of spectacular software coming your way this autumn. We preview 'em all, including Psygnosis's *Second Samurai* and *Theatre Of Death*.

What's here?

Contents!

USE YOUR LOAF

24 There's more to gaming than blasting aliens, as proved by this roundup of grey-matter-testing games. Part two next ish.

THE TIPS SECTION

60 Be a crime baron with our Godfather guide to *Syndicate*, fly high after clueing up on our great *Gunship 2000* briefing, and don't get lost with our maps of *The Lost Vikings*! Plus loads more Action Replay pokes and a beginner's guide to *Ishar 2*.

RICH PICKINGS

More full-price goodies for your delectation. But which ones are worth saving your hard-earned dosh for? We tell it like it is. **29**

LEMMINGS LIFELINE

This month, and every month, we solve the trickiest levels from *Lemmings* and *Lemmings 2*. **72**





BUDGET BARGAINS

The rerelease market is really hotting up, and there seem to be more budget labels than ever. **44**



CUT-OUT 'N' CHEAT

Yet more cheats and level codes to cut out and add to your collection. Plus the tip-top Tips Bits column, for all the hottest hints in town (and country). **75**

FORCE NINE MAIL

52 Got a point of view? Then write in to the liveliest letters section in the whole of computerdom.

SUBSCRIBE

81 Get your AMIGA FORCE sent every month, save money and receive free games into the bargain!

GOING PUBLIC

Yet more pugnacious PD offerings, including a cracking puzzler and a converted Spectrum text adventure — it's good, honest! **56**

NEXT MONTH

Find out what's fizzing in the next cork-popping issue of AMIGA FORCE. **82**

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ABC

Cover by Oli Frey

Read all about it!

ISHAR 2 BROUGHT TO BOOK

Daze Marketing are putting together a hints booklet for their incredibly popular RPG *Ishar 2 — Messengers of Doom.*

Titled *Ishar 2 — The Solution*, it will sell for a mere £2.99, much cheaper than most hint books.

To grab a copy, send a cheque/PO for £2.99 (payable to Daze Marketing) to: **Ishar 2 — The Solution, Daze Marketing Ltd, 2 Canfield Place, London NW6 3BT.** Try to puzzle it out for yourself first, though — people who run for help without giving the game their best shot should stick to tiddlywinks!

LONG LIVE AMIGA

After last month's feature on Commodore's new CD32 console, it's great to see the amount of software support being promised. Any new machine can succeed or fail on the strength of the software available for it, and CD32 has no problems in this area with a host of publishers announcing new releases. With Sega dragging their heels over their own 32-bit CD console, Commodore have really taken a decisive lead in this new exciting market. Although a great games machine, the CD32 offers much more, appealing to non-gamesplayers alike. This can be seen in the educational/reference titles already being planned, including *The Guinness Book Of Records 2* — can you imagine that, an interactive book? We can't wait. Meanwhile, the consequences of the CD32 on Commodore's other 32-bit machine is another price cut. The A1200 is now a mere £299, without the need for an A500/600 trade-in. The other great news is that at last the 1200 is getting the software support it deserves, mainly due to the tandem development of CD32 titles.

Nonetheless the 16-bit machines are still flourishing: the list of games planned before Christmas is longer than the arm of Reed Richards. And if one more Nintendo-owning ninny claims the Amiga market is in decline, I'll strangle 'em with it!

ENTER THE DOMAIN

Ace coders Dataclan have started their own PD library, DataDomain.

Their stated aim is to bring to Amiga owners the best quality PD at the lowest possible prices. At a mere £1.00 a disk they look like succeeding! Alternatively, if you cough up £5.00 a year, not only do you receive bimonthly catalogue disks, you also get your PD at 60p a throw. They also sell blank disks at 40p each, and disk labels for a mere penny.

Contact DataDomain at **17 Saltford, Allerdene Estate, Low Fell, Gateshead, Tyne & Wear NE9 6BG.**



MICROPROSE IN BRANSON PICKLE

Virgin Games have hit Anglo-American simulation specialists MicroProse with a major lawsuit.

According to industry trade paper CTW, the dispute centres on the Grafix 3D system developed by Vektor Grafix, a Leeds-based development team now wholly owned by MicroProse. Before the buy-out, Vector Grafix were commissioned by Virgin to produce two games, *Shuttle* and the never-released *XF50 Damocles.* Already behind schedule by January 1991, more funds were required to complete the projects. Virgin agreed on the understanding that they would own a half-share in the then-new Grafix 3D system used for *Shuttle.*


CTW
ow MicroProse faces Virg

In April 1992 MicroProse bought out Vector Grafix, who went on to program the hugely successful *B17 Flying Fortress.* It is alleged that this product (published by MicroProse) uses the Grafix 3D system and is in breach of copyright.

'We are pursuing this matter rigorously' insisted Virgin's Tim Chaney, quoted in Computer Trade Weekly. MicroProse, however, claim to have a watertight defence and are confident the takeover of Vektor Grafix was handled correctly.

CD32 LAUNCH

'We could bring out a 32-bit console tomorrow... but the problem is the price — and I don't think that problem will be solved this year or next year.' Sega US, June 1993 (quoted in industry magazine Computer Trade Weekly).

They said it couldn't be done... no one, argued Sega, will release a 32-bit CD console before 1995. Well the Japanese giants are eating their words and probably their Mega Drives as well — the Amiga CD32 is here, and it's a real raver!

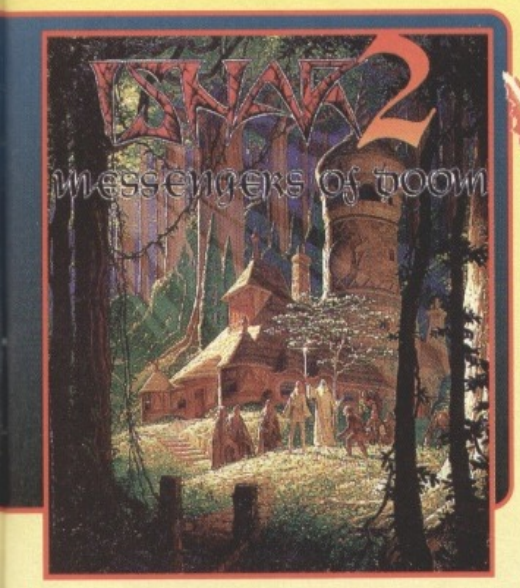
July 16 was the day that changed the computer industry forever. Everyone who's anyone in the world of leisure software was at the London Science Museum for the launch of the amazing console. By now you'll all have read Phil's ace outline of the machine and its capabilities (see last ish), so this month we'll concentrate on the CD32 in action!

GOLF WARS

A greatly-enhanced version of Grandslam's *Nick Faldo's Championship Golf* hits the CD32 in the near future. Like the A1200 version, the update is now much quicker. 256 on-screen colours are planned too. Also, the fully digitised main sprite is to include several more frames of animation. Golf fans were wowed by the original, clearly recognising Faldo's swing, so the new version should be well worth pulling on the plus-fours for.

THE SOFT OPTIO

■ Thanks to Commodore's enlightened licensing policy (specifically, anyone can produce a CD32 product, though Commodore charge a set fee), the machine is to be swamped with software — between 50 and 100 titles are expected by Christmas. Games in development include *Zool 2, Jurassic Park* and Psygnosis's *Microcosm.* It has to be said that most of the software on show



BUZZ OFF

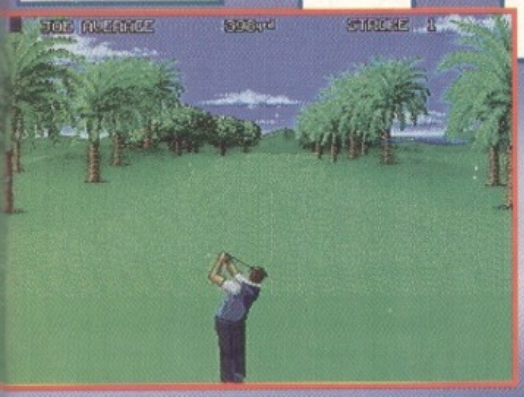
Krisalis Software mark their entry into the budget market with three new releases. Former Krisalis games *Hill Street Blues*, *Manchester United Europe* and *Face Off Ice Hockey* are to be released on their new Buzz label.



SALLY SYSTEMS 'DYSPELL' A MYTH

The Institute for Social Inventions have awarded their 1993 Communications prize to software developers Sally Systems, in recognition of their work with dyslexic children. By way of celebration, they've announced a massive price drop from £411 to £235 for the Amiga version.

Sally (an acronym for Software Assisted Learning Limited) have also put together a two-disk demo, extracted from the complete 17-disk product. This can be obtained from: **Sally Systems Limited, Freepost (SL1917), Maidenhead, Berks SL6 OBY. Tel: 0628 24626.**



offered little more than the A1200 versions (some developers were running the software on the said machine, cunningly hidden under the table), but it's early days yet — already games are showing definite signs of improvement, with no floppy accessing enabling programmers to beef up animations. The first CD-specific game to hit the machine will probably be *Microcosm*, and even in at early demo stage it looks a real blinding technological achievement.

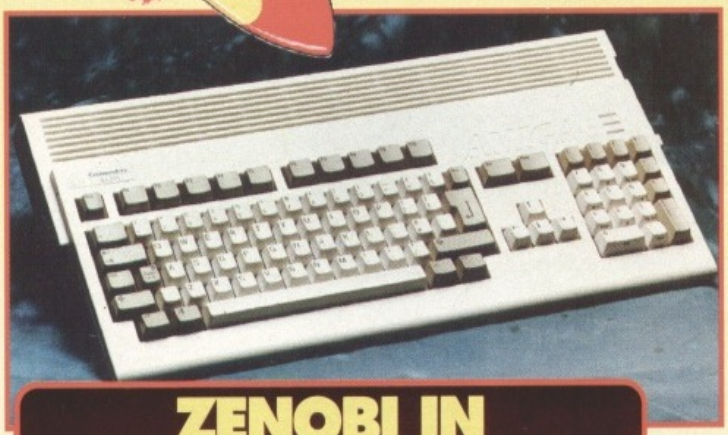


LEMMINGS, LEMMINGS EVERYWHERE

DMA Design are planning the third instalment in the *Lemmings* saga, currently (and imaginatively) titled *Lemmings 3*.

While no final decisions have been made, talk of larger Lemmings and a 3-D isometric perspective abounds. Watch this space for further details.

Psygnosis are also developing *Microcosm*, a shoot-'em-up set inside the human body, for the new CD32 machine.



A1200 TAKES A DIP

Recession-hit Commodore have announced a £100 price drop on its flagship A1200. The stand-alone machine now costs £299, the Comic Relief pack clocking in at £329.

Previously Commodore offered a trade-in deal, reducing the price of the A1200 by £100 when you handed over your old Amiga in part exchange. The offer ran throughout June and was expected to last through the summer, but trade-in response was poor so Commodore decided to make a blanket price drop, with no demand to surrender your old machine.

Although this is good news for the hundreds of Amiga amigos planning to upgrade, spare a thought for those who traded their old machine just before the drop.

ZENOBI IN ADVENTURE SPEC-ULATION

Top Spectrum adventure house Zenobi Software are converting their entire Spectrum back catalogue to the Amiga using the PD Spectrum Emulator.

Although too slow for arcade games, the emulator is ideal for text adventures. Zenobi are to include a copy on each of their converted titles, which will sell for a mere £2.49 each. Ramsave facilities still work on emulation, and saved positions are utilised via its snapshot function.

For further details write to: **Zenobi Software (AF), 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.**

POETRY IN MOTION

Unlike rival CD-based consoles, the Amiga CD32 is more than just a games machine. Recognising the growing trend towards CD-based media, Commodore wisely included a Full Motion Video port as standard. A special FMV module goes on sale this autumn for around £200 — with it you can turn your machine into a video CD player that conforms to the internationally-recognised standard laid down in June. Soon there'll be hundreds of feature films, pop videos and (ahem!) Karaoke disks available! As graphic images can be overlaid on CD video images, this could open a whole new world for Amiga gamers.

Also planned is a keyboard/floppy drive interface turning it into an A1200, and a CD32 drive for the A1200 itself. Third party manufacturers are also encouraged to support the machine. It's this degree of flexibility that gives the CD32 the edge over its rivals.

PINBALL WIZARDRY

Hitting the shelves at the same time as the CD32 is 21st Century's *Pinball Fantasies*, one of the most acclaimed computer pinball sims of all time.

Using four times as many colours as the standard Amiga version, the newie is to include CD-quality sound too! Watch out for a new game, *Pinball Illusions* too, featuring... (wait for it)... MULTIBALL!

FLAIR-RAISING STUFF

Newcastle's finest Flair Software have four CD games in the pipeline.

Oscar, formerly *Trolls 2*, is a pristine platformer in which you help movie-hopeful Oscar collect, erm... Oscars! Each level is inspired by a film or film genre, eg Cartoon Capers, Wild West World, Game Show Bonanza, War Games and (ugh!) Jurassic Pranks. The high-end Amiga version is to feature some of the scrummiest parallax scrolling ever seen — crystal-clear backdrops that impress without obscuring the sprites.

Max Design's historical trader *1869* and space-age RPG *Whale's Voyage* are also to get the CD treatment, with increased use of sound and colour. Finally there's the newie *Surf Ninjas*, a puzzle-solving beat-'em-up licensed from the soon-to-be-released movie.

News!

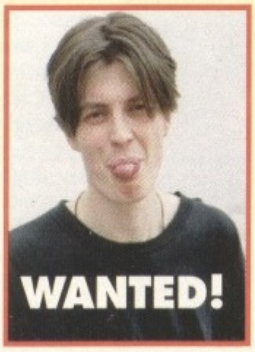
ONE-STOP CDTV SHOPPING SPREE

Following complaints from disgruntled owners, Commodore have ensured that every CDTV title published can now be obtained from one source: **Capri Marketing, 9 Dean St, Marlow, Bucks SL7 3AA. Tel: 0628 891022 (trade enquiries welcome)**.

Two new titles are imminent, namely *Alistair In Outer Space* and *Pandora's CD*, a compilation of PD multimedia sources including a 2,000-item colour clip-art library, a 100-image photo library, and various demos. *Pandora's CD* retails for just £4.99.

LEND US A BOB

AMIGA FORCE has a brand-new staff writer! His name is Rob Millichamp and he's a veteran of the magazine industry, having been a film planner for CRASH and ZZAP! before moving into editorial on our sister mag N-FORCE. He is an 'oral' vegetarian: he doesn't eat animals but he loves to wear leather trousers! Rob's hobbies include impersonating dead pop stars and laughing in the wrong places. His pet hate is being called 'Little Rob' (he's six foot three in his socks): a nickname he got when he worked with his long-timefilm-planning pal, Rob Hamilton (a rather porky bloke who can't play a bass guitar).

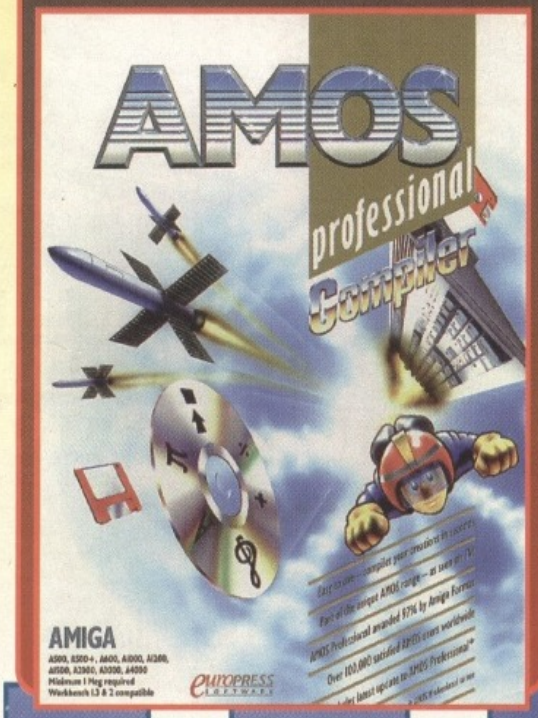


AMOS COMPILER — THE PROFESSIONAL APPROACH

Following the phenomenal success of *AMOS* update *AMOS Professional*, Europress Software proudly present *AMOS Pro Compiler*, a utility that turns *AMOS Pro* programs into assembly language, giving them a running speed of up to five times quicker.

Programs already compiled using *AMOS Compiler* can be squashed still further, making them up to 80% smaller and significantly faster. There are 200 more commands available, making it an even more versatile tool, and the interface is much-improved too.

AMOS Pro Compiler retails for a mere £34.99, which (given the product) is a real bargain.



SERIOUS CITY

We've said it once and we'll say it again — the Amiga CD32 isn't just a games machine, and several organisations are currently exploiting its versatility.

As part of a £4 million refit, the London Transport Museum is introducing a new range of viewer-interactive displays, including several based on the CD32. For example, the visitor could wander round the London Underground, examine its features and 'walk' along the track from the comfort of the museum. Look out too for *Video Creator*, a marvellous multimedia image creator.

ALSO STARRING...

Here's a few more games soon to hit the CD32...

Mortal Kombat	Acclaim
Syndicate	Bullfrog
Biosphere	
HeroQuest	Gremlin Graphics
Li'l Devil	
Nigel Mansell's Premier Manager	
Zool	
Zool 2	
Utopia 2	
Sabre Team	Krisalis
Soccer Kid	
Manchester United 2	
Civilisation	MicroProse
Gunship 2000	
B17 Flying Fortress	
Legacy	
James Pond 2	Millennium
Diggers	
Daughters Of Serpent	
Alfred Chicken	Mindscape
Liberation	
Guinness Book Of Records 2	New Media
International Golf	Ocean
Jurassic Park	
Sleepwalker	
TFX	
Inferno	
Amiga CD Technology	Plattsoft
Microcosm	Psygnosis
Lemmings	
Sensible Soccer	Renegade
Uridium 2	
Chaos Engine	
Pinball Fantasies	21st Century Entertainment
Pinball Illusions	
Alien Breed 2	Team 17
Body Blows	
Project X	
Superfrog	
Lionheart	Thalion
Dune CD-ROM	Virgin
Musicolor	
North Polar Expedition	
Battlestorm	Titus
Prehistorik	
Sim City	Maxis

Top 20!

ELSPA CHARTS PENNGUIN

COMPILED BY GALLUP . SPONSORED BY PENGUIN BISCUITS

The excellent *Gunship 2000* flies straight into the top spot, just pipping new releases *Goal!* and *Syndicate* to the post.

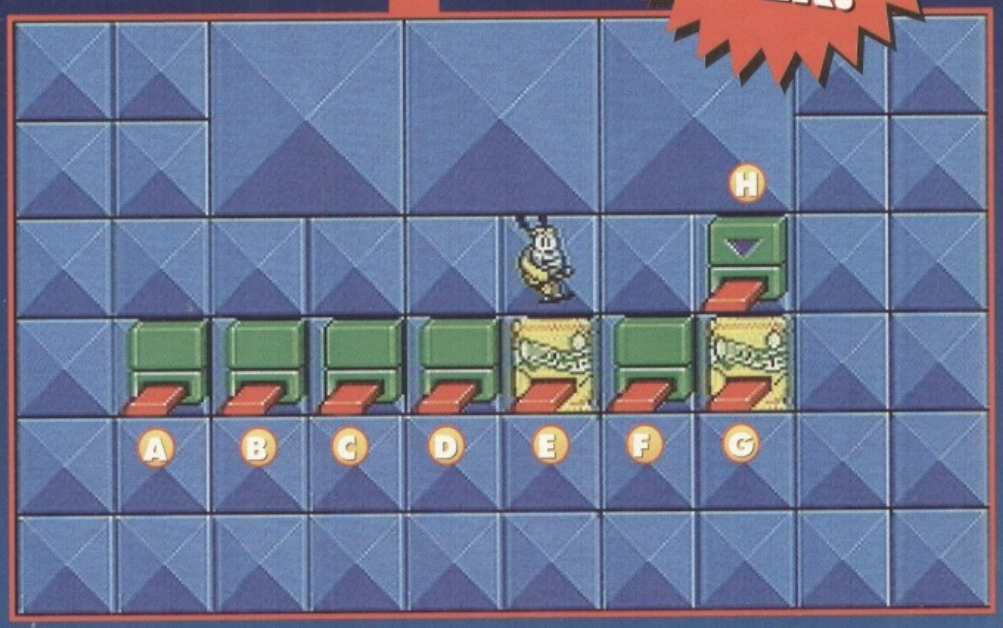
1	**Gunship 2000**	MicroProse	34.99
	Goal!	Virgin	30.99
3	**Syndicate**	Electronic Arts	34.99
	Championship Manager '93	Domark	25.99
5	**World Class Cricket**	Audiogenic	29.99
	Project X	Team 17	12.99
7	**Flashback**	US Gold	30.99
	Alien Breed '92	Team 17	10.99
9	**Desert Strike**	Electronic Arts	29.99
	Reach For The Skies	Virgin	30.99
11	**Body Blows**	Team 17	26.99
	Sensible Soccer 92/93	Renegade/Mindscape	25.99
13	**First Division Manager**	CodeMasters	7.99
	Premier Manager	Gremlin	25.99
15	**Trivial Pursuit**	Hit Squad	7.99
	Pirates!	Kixx	12.99
17	**The Chaos Engine**	Renegade/Mindscape	25.99
	The Addams Family	Hit Squad	£9.99
19	**Tennis Cup 2**	Kixx	9.99
	Space Legends	Empire	29.99

Competition!

WIN AN AMIGA, GAMES AND QUAVERS!

GO 'ONE STEP BEYOND' IN THE CURLIEST COMP EVER!





Quavers — don't you just love 'em? Colin Curly certainly does, and they have a strange effect on him. In Ocean's excellent *One Step Beyond*, Colin is literally sucked into his computer as he chomps Quavers while playing *Push-Over*, his debut computer appearance.

Now Colin has to find a way out by jumping between platforms to get from one packet of Quavers to the next (he's a chain nibbler!). Trouble is, the platforms close as he leaves them, so it's easy to get stuck as he tries to shut them all before reaching the exit within a tight time limit. It's an incredibly playable puzzler with a hundred challenging levels to really test your grey matter.

And if you use your head in this curly competition, you could win a brand-spanking-new Amiga 600! (If you've already got one, you could always give it to your little brother etc).

In addition, ten runners-up will each receive copies of the equally enjoyable *Push-Over*, while ten more lucky munchers each get a box of Quavers!

All you have to do to enter is figure out the order in which Colin must visit the platforms in this simple *One Step Beyond*-style puzzle. Remember, Colin can jump one or two spaces across or diagonally (but not straight up), and he can fall straight down from one. Each platform shuts when Colin leaves it, so it can't be revisited, and Colin must land on all the platforms before reaching the exit.

When you've found the solution, write it down using the code letters for each platform (eg EDCBAFHG — which doesn't work!). Then complete the tie-breaker by colouring in our black and white drawing of Colin.

Send the whole packet in to ***CURLY QUAVER COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW***, to reach us no later than 14 October.

amiga FORCE



TWO STEPS TO WIN

1. I have coloured in Colin as neatly as possible.
2. I've also worked out how to complete your made-up *One Step Beyond* level. Using the letter codes, the order Colin must step on the platforms is:

E.....G

NAME.....
AGE (no fibs!)
ADDRESS.....
.....
.....POSTCODE.....

Playtest!

HIRED GU

Psygnosis, £29.99

In the year 2707, high-tech totalitarianism has become reality. A central authority logs all the details of every person, including their credit transactions. This makes life near-impossible for criminals on the run, especially when it's so hard to earn money the honest way anyway. You see, robots can do almost anything better and cheaper than humans. There's only one area in which the latter still excel... killing.

On the run from the authorities, Rorian Deevergh has formed a sort of mercenary association, whose members will take on risky missions — as long as they're paid in rare metals, no questions asked. In *Hired Guns* the group are employed by an unknown patron to rescue hostages from a rival terrorist organisation. The action takes place on a backwater world, ominously named the Graveyard.

Fantastic four-play

Choosing a team of four from the 12 characters on offer (including cyborgs and robots), you can control them all yourself or get up to three friends to help. The third and fourth players can either use keyboard controls or plug in two extra joysticks/mice via a parallel joystick adaptor (as used by *Dyna Blaster* — Psygnosis are likely to organise a special offer on these.

With the screen split into four windows, each mercenary gets his own personal 3-D view of the action. The control method is very user friendly: as you drag your pointer over the screen, it changes to indicate the direction you'll go in when you press the left button. Characters can rotate 90° either way, and walk straight forward or back. When the pointer turns into a cross-hair it activates the currently held item, eg firing a gun.

Clicking on the Store panel above the window brings up the character's considerable inventory which can be scrolled up or down to select the required item. Although easy to use, this system can be a bit of a struggle during the heat of battle. For example, if you're getting massacred by enemies you have to select Store, find a medipack, return to the 3-D view to activate it, and select Store again to grab a weapon! Thankfully reloading weapons is easily achieved by pressing the right mouse button during combat.

The other panels above the character window bring up Stats (fitness, physique etc) and the Digital Terrain Scanner, an invaluable auto-mapping system. This really comes in handy as you explore the dimly lit corridors and rooms, populated by 24 types of enemy — ranging from skeletons and killer bats to vicious dogs and even Lemmings!

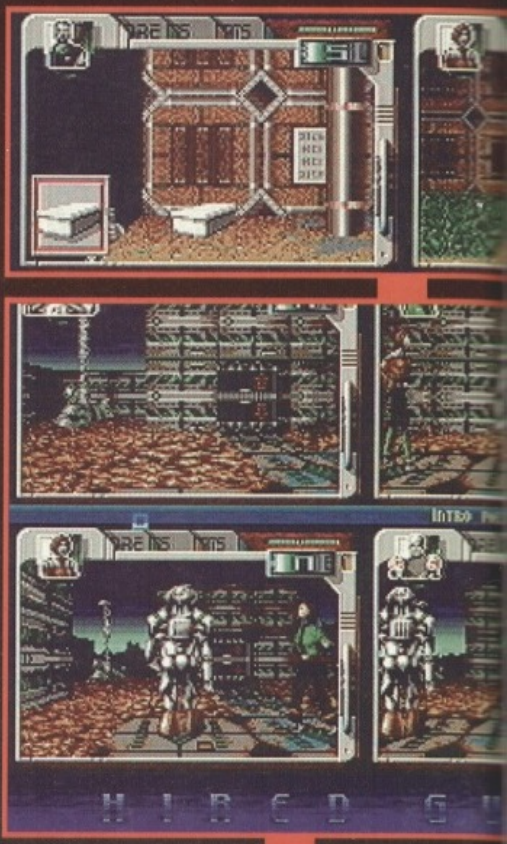
Give it the gun

The action isn't restricted to combat, however. This is a proper arcade adventure with various objects needed to get past certain areas (eg an access card to open a sliding door), and entrances hidden by blocks which must be pushed around. The sheer number of weapons and equipment offers countless possibilities for tactics. The strong multiplayer aspect also comes in when one character has to flick a switch to activate the lift his colleague's standing on.

Even with the auto-leader function — making characters automatically follow each other — controlling all four characters by yourself is often a daunting experience. It's certainly a good idea to have a friend or two to help in the full campaign, which Psygnosis estimate will take a total of 80 playing hours to complete! As well as this, there are 20 stand-alone action missions, including some helpful training ones and others where the players compete.

Altogether there's an incredible 1,735,120 cubic metres of playing area, so it's no surprise the game takes up 8Mb (including 1.2Mb of music and FX), packed onto five disks. The good news is that disk swapping isn't too bad, thanks to a clever system which tells you which disk the program will need when it's finished accessing the current one. This is particularly useful for owners of a second drive. Hard drive owners can install the game, but only if they've got 2Mb of RAM.

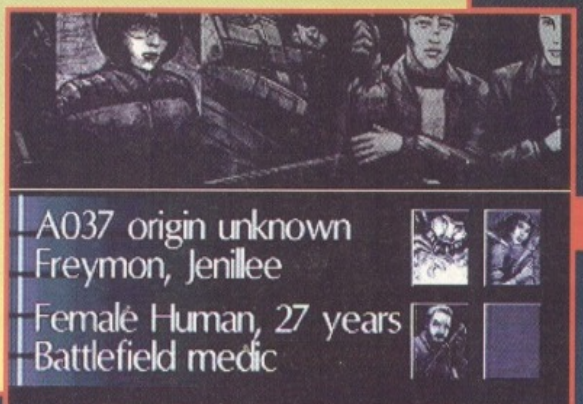
Currently in final playtesting, *Hired Guns* will be released in October. Watch out for a full review soon.





■ (Below) The full campaign map allows you to select various missions. There are also stand-alone multiplayer competitive scenarios.





UNS



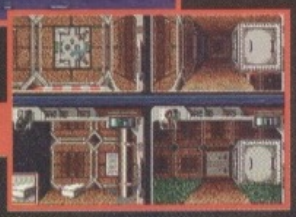


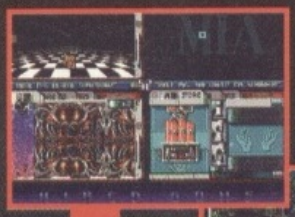
■ As each character gets his own view, he can look round and see his comrades. In the finished game you'll be able to use Deluxe Paint drawings or digitieed photos for their faces!





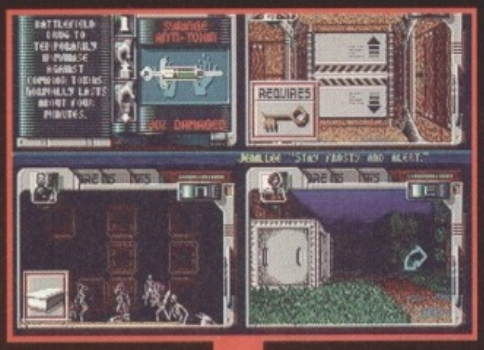




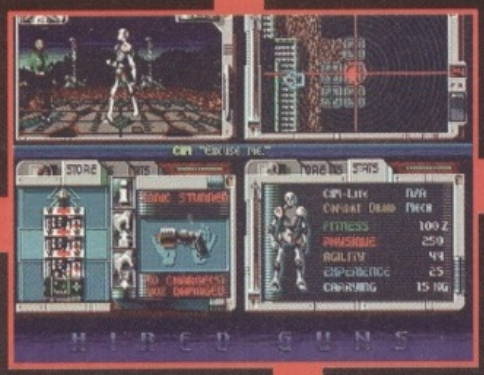


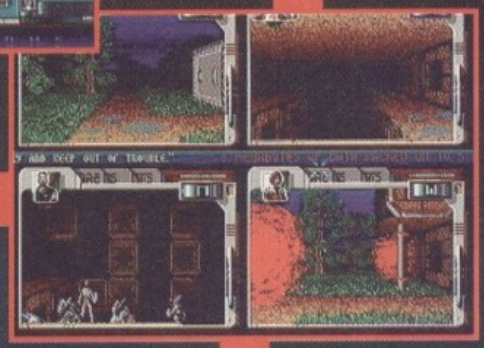
■ (Above) The bottom-left character scrolls through his inventory to find the weapon/equipment needed.

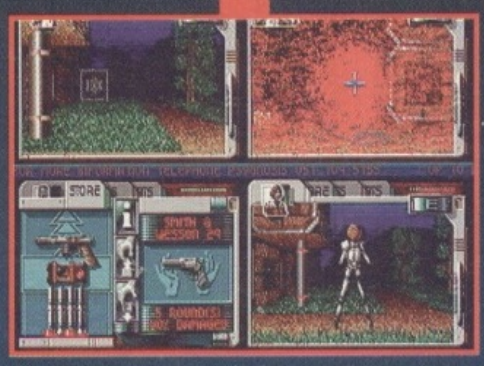












Playtest!

1st impressions!

So far we've only tried a few of the missions on offer, merely scratching the surface of the game, but it's already patently obvious that *Hired Guns* is an Amiga classic. The sense of tension as you walk down creepy corridors is overwhelming — you never know when something going to leap out from around the next corner. Excellent sound FX add to the atmosphere no end, with realistic gunfire, footsteps, and sliding doors, to name but a few.

While playing solo is fun, *Hired Guns* really comes into its own with at least two players, requiring good cooperation to succeed. On the other hand, the competitive action missions are great fun as you stalk your opponents or race them to the exit. As for the full campaign, it represents one of the biggest challenges ever set in a computer game — we just can't wait to get stuck into it properly.



amiga FORCE Playtest!



- DEVELOPERS: DMA DESIGN
- DISKS: 5
- PLAYERS: 1–4
- % COMPLETED: 95%
- RELEASE: OCTOBER

THE PROS

- Superb first-person 3-D creates an intense atmosphere.
- Up to four players can simultaneously take part.
- Control is instinctive, so the game's very easy to get into.
- Auto-mapping feature makes exploration more enjoyable.
- You can design your own character graphics or even used digitised photos!

THE CONS

- Switching between objects is tricky when you're under attack.

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

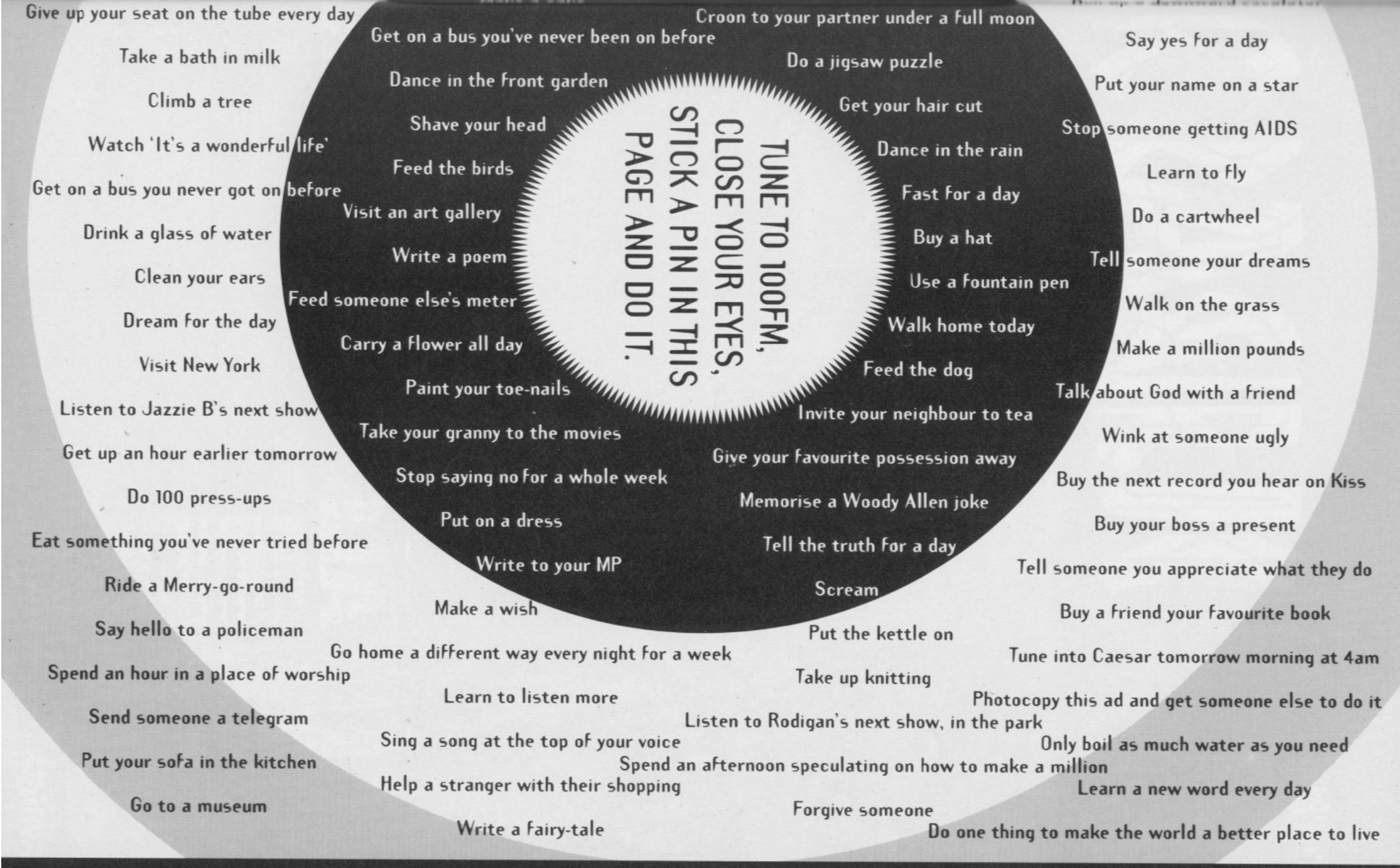
Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage


TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.
Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum
Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale
Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone
Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live
Kiss 100fm

Feature!

JURASS

You've seen the film, you've read the book, you've probably even bought the survival kit! Soon you'll be able to experience the ultimate thrill of actually entering the prehistoric park yourself in Ocean's biggest film licence yet...

The Manchester-based software house are determined to make *Jurassic* their best movie licence ever, allocating a suitably huge team to develop this mammoth project. No less than 17 people are working on the Amiga and PC versions.

Why so many? Well, not only is the game big enough to dwarf a Brachiosaur, taking place on six huge maps, but it even alternates between two completely different graphical techniques. The





exterior views of the park are in scrolling isometric 3-D, while the building interiors utilise texture-mapped first-person 3-D.

A walk in the park

The action begins outside, with the dinosaurs just having escaped from their enclosures. Emerging from his Tyrannosaur-trampled jeep, hero Dr Grant has to venture through dinosaur-infested jungle to reach the patrol centre. The impressive 32-colour isometric graphics have full masking, so if Dr Grant walks behind a tree he's partially obscured by its branches. Great care was taken to avoid the possibility of the hero getting lost behind scenery — the bane of many isometric games.



IF IT'S NOT JURASSIC PARK,™ IT'S EXTINCT!

ALSO FROM OC

Here's a sample of the delights the Mancunian masters are set to bring you in the coming months...

TFX

■ TF what? It actually stands for Tactical Fighter eXperiment (well, TFE doesn't have quite the same ring). Surprise, surprise, it's a polygon 3-D flight sim based on the latest fighter aircraft. It's a subject the Digital Image Designs (DID) programming team is very familiar with, having created *F-29 Retaliator* a few years back — don't worry, this one looks a lot better! In fact, it's so good it can't be done on a normal Amiga, and will appear only on the 1200.

As an ace pilot you get to fly in any of eight war zones, including Europe, Africa, South America, Southeast Asia and the Middle East. For ultimate realism, all of these use genuine satellite maps of the



C PARK™





The first creatures Grant encounters are small scavengers which chase him when he runs — a sign of weakness. 'If you turn your back they'll dive on you,' comments graphics man Dave Chiles. 'They're generated all over the map. They're there to keep you busy really.' Armed with a rifle, Dr Grant can blast the little blighters in his way. The highly intelligent T-Rex is a bit more menacing, tense orchestral music signalling his arrival. If he gets close there's little chance of escape: Grant gets a close-up look at its tonsils, accompanied by crunching gobbling FX! Like the monster's spine-chilling roar, these are sampled from the movie.

Herbivorous dinosaurs play their part in impeding Grant's progress too, as programmer Andy Miah explains: 'There's only three meat-eating dinosaurs in the game, so we've had to work the passive ones into it with puzzles and things like that.' One such section includes Grant scaling a steep cliff face, while a huge stegosaurus repeatedly bangs its tail against the rock to send boulders cascading downwards.

There are even some sections not included in the film, but based on scenes in the book. These include the Pterodactyl Dome, where the winged beasties circle above, occasionally swooping down to, erm, 'dive-bomb' the hero!

DID YOU DI-KNOW?

■ ***Jurassic Park*** **author Michael Crichton previously wrote *Westworld*, the story of a Wild West theme park inhabited by robots which go awry and start shooting at the visitors. It was also turned into a film, starring Yul Brynner.**





COMPACT AND BIGGER

So what improvements can we expect to see on A1200 and CD32? Gary Bracey comments, 'We're substantially enhancing it generally for the 1200, which will incorporate a 128-colour palette. If there's time we'd like to do a huge database including some of the Silicon Graphics-generated visuals, so if you go to a terminal and call up information on the T Rex, it shows a beautifully rendered picture of it. Of course, if there's not time there won't be!'

Gary admits that both A600 and A1200 versions may have to be 'slightly compressed' from the hard-drive-intended PC game in order to fit on a reasonable number of floppies. 'But obviously on the CD, size is not important so we can have the full-blown game.' Gary's not too keen on taking actual scenes from the film however: 'Digitised video never looks that good anyway, it looks worse than something you can generate yourself because you're compromising your colours and resolution. It's far better to for us to do something with 3-D Studio on Silicon Graphics.' Indeed a 3-D intro for the CD versions has already been created using this high-tech system. Starting with the logo on the bonnet of the jeep, it rotates and zooms out to show the ray-traced vehicle driving into the distance. Following it, you're confronted by a huge foot coming down: you look up to see a spectacularly detailed T Rex roaring away! It's a real jaw dropper.

EAN...

areas involved, and real-world political scenarios —including Bosnia.

The superfast 3-D looks impressive (we only saw it on PC, but it should be just as fast on A1200), and the gameplay appears to equal it. Enemy pilots are promised to have 'unique combat intelligence', as you aim to shoot them down with the host of weapons available on your EFA, F22 or F1117 stealth fighter. As with *F-29*, the pilot can turn his head to look round. However, this time the game doesn't just flick between set views, but pans round gradually to follow the pilot's head — a very impressive effect.

With extensive play options and around 200 multiple-objective missions, there's certainly plenty to keep you busy. Likely to eventually appear on CD, so far *TFX* looks the game of every flight-sim fan's dreams.



INFERNO

■ Also from 3-D specialists DID, *Inferno* is promised to be a space sim of 'cosmic proportions'. Again only available on A1200, it has an entire solar system for its battleground, complete with seven planets, three moons and asteroid fields. Most intriguing is the promise of colossal space battles featuring 300 individually controlled spacecraft.

So far *Inferno*'s still in its early stages — we haven't even seen any screenshots yet — but it could well be the best 1200 game yet (barring *TFX*, of course) and is also likely to appear on CD.

EUROPEAN CHAMPIONS

■ As explained last issue, Ocean decided to ditch their planned *FA Premier League* licence after the FA demanded too much cash. Instead they've linked up with the French team — and European Cup winners — Olympique Marseille. Indeed this is what the game will be called on the continent, but as the team aren't that well known in good ol' Blighty, here the game will be named *European Champions*.

Feature!



DID YOU DI-KNOW?

■ **Though many scientists think it's hypothetically possible to clone dinosaurs from prehistoric DNA, it looks a long way off. For a start, no-one's actually found any dinosaur DNA yet, and if they did they'd have a hard job using it to create dinosaurs — no-one's even done that with living animals yet.**



Ripped by Raptors

On entering one of the park buildings, the scene cuts to a tense first-person 3-D view as Grant walks along dimly lit corridors infested with the dreaded Velociraptors. The texture-mapped walls and polygon objects are like nothing ever seen on the Amiga, illuminated by lights in the ceiling and getting darker as you look into the distance.

Ocean's Head Of Software Development, Gary Bracey elucidates: 'We've gone for a lot of atmosphere here. There's claustrophobia, it's dark, you can't see that far ahead because there's a lot of light sourcing. So you don't know what's ahead, what's round the next corner, which could be a Raptor.'

These six-foot-tall vicious creatures are normally seen approaching you, but they have been drawn and animated in the full eight rotations, so you can see them running and turning. This comes into play when ducking an attack, only to see the intelligent nasty jump past and turn round for another go. It's even scarier than the movie!

Though still in their infancy compared to the rest of the game, the interior scenes are looking good already. 'You'll also be able to access computer terminals in some of the walls to do various things like opening doors,' adds Gary. It's not just pure arcade action, there is some strategy there as well.'

Combine all this with the huge isometric stages, each packed with varied arcade-adventure action, and you have one blockbuster of a game to rival even Spielberg's production. Watch this space for a full review soon — this one's going to be a biggie!

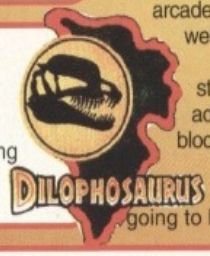






THE CAST

DILOPHOSAURUS: A bit of artistic licence was used in the film for this dinosaur. In reality it was about ten feet tall, but in the movie (to avoid confusion with the Raptors) it's only four feet, curling up its crest to spit deadly venom.



BRACHIOSAURUS: The biggest dinosaur of all, this gigantic herbivore has a long, slender neck to nibble leaves on tall trees. In the movie, its head is three times its real size.



TYRANNOSAURUS REX: Taller than a double-decker bus, this fearsome carnivore has a mouth so big it can swallow people whole. It roams around the park, looking for meat — Grant's tour vehicle looks an appetising canned meal!



VELOCIRAPTOR: The most terrifying creature in the film and game, this roughly man-size predator runs at high speed and rips open victims with one slash of its sharp middle claw-finger. The park buildings are infested with them.

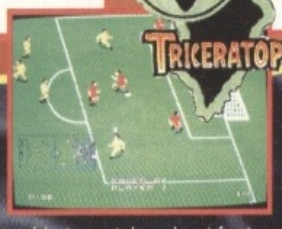


TRICERATOPS: One of the horniest dinosaurs, this is actually a herbivore — rather than a weapon, its three horns are a defence against predators. In the film, and game, Grant finds a sick Triceratops and adopts its baby.



SUPERLEAGUE MANAGER

■ To be released approximately a month after *European Champions*, this footy management game offers the tantalising link-up option for owners of the arcade game. As your team progress through the divisions, *Superleague* will throw up random fixtures for you to then play out on



As with the recent *Goal!* it has the option of two different view types. As well as the standard overhead view, you'll be able to watch from the grandstand. In fact, this (along with some of the controls) is reminiscent of Audiogenic's *Emlyn Hughes International Soccer* — so it's no surprise to discover they have the same programmer, Graham Blighe.

As in *Emlyn*, one of the best features is the ability to pass the ball in a different direction than the one you're running in, by holding fire and moving the joystick — the pass direction indicated by a small arrow. The easiest way of passing, however, is simply to quickly press fire when you hear a short beep indicating a team-mate's open — the higher the sound, the more likely the pass will reach him.

Most impressive of all is the shooting. As you press and hold fire, a quickly moving cursor flies ahead of the player: by quickly moving this sideways you can subtly aim your shot, then bend it with aftertouch.

The controls take some getting used to, so at the moment Ocean are adding a special beginner's level to help you get started. From what w've already seen, *European Champions* looks set to score a hit with footy fans — the Ocean playtesters even play it in their dinner hour! Watch out for a review next month.

RYDER CUP GOLF

■ More great news for sports fans is that Ocean have recently acquired the licence (and nearly completed game) for the Ryder Cup. Following the release of *International Open Golf Championships* (reviewed next ish) it'll feature the three last Ryder Cup courses (including the stunning Kiawah Island) and loads of international players. So now you can ensure the Europeans beat those Yanks — isn't it funny how rivalry with America turns Brits into instant Europhiles?

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Just aro the Corn

Things are looking up... there's a great strategy offering from US Gold in the pipeline, a fair few shoot-'em-ups and lots more besides...









BLASTAR

Core Design

The ancient early-Eighties coin-op *Time Pilot* comes of age with Core Design's eight-way scrolling blaster *Blastar*.

Controlling your ship via. the 'left/right rotate and forward to accelerate' method usually favoured by *Super Sprint* clones, you must... no, I'm not going to say it! Everyone knows what you do in shoot-'em-ups, and rest assured this one's no exception.

Anyway, there's five blasting stages, each divided into two sub-levels. As you progress, you're rewarded with the option of docking where you can buy extra hardware to add to your arsenal.

Sounds promising. Look out for a full review, WHEN it's finished and not before.

SECOND SAMURAI

Psygnosis

First there was the *Last Ninja*, then there was the *First Samurai*. So what comes next from the prolific Vivid Image team? Erm, *Second Samurai*! It looks a real cracker too.

As with the *First Samurai*, disk accessing is kept to a minimum with several stages per load. Here there are a trio of vast levels. Split into four sublevels, the first is the fantasy landscape of the Twilight world, a mixture of past, present and future, and populated by post-apocalyptic mutants. Again comprising four large stages, the second level takes place in a High-Tech Space Station with futuristic labs inhabited by robots, holograms, moving cameras and lasers. The Samurai must find the spaceship camouflaged by the Demon King to return to Old Japan. Made up of two stages, this third level features traditional Japanese villages, mountains, rivers and the Demon's Castle — where the final showdown takes place.

But that's not all! — there are many hidden rooms and subgames, accessed by collecting special blue orbs or entering time gates.

Second best

As well as familiar sword-swinging, fist-punching combat, the multiway scrolling action incorporates plenty of puzzles, with switches (in the form of faces) affecting details of the backdrops, objects and opponents. Though solving puzzles isn't always essential for completing levels, it amasses bonuses and experience points. The latter determine how much of the end sequence you see on completing the game: you need at least 90% to see the whole thing.

Thankfully there are continue-plays and level passcodes to alleviate any frustration caused by the frenetic combat/exploring action. And it's not only fans of the original who'll appreciate the gloriously colourful backdrops with apparent depth, impressive 3-D animation and parallax scrolling. Most surprising of all, this time the Samurai won't have to go it alone as a simultaneous two-player mode is promised.

After seeing a jaw-dropping demo, we can't wait to sample the Oriental action properly. Get the ceremonial salt ready (or is that Sumo?) for the rising-sun review in the near future.













THEATRE OF DEATH

Psygnosis

War... what is it good for? Flippin' good computer games by the looks of it! After last month's sneak look at Sensible's *Cannon Fodder* (due for a November release by Virgin), it was interesting to see Psygnosis's secret weapon for the Xmas number one spot.

At first sight, *Theatre Of Death* has a vague similarity to the aforementioned Sensible game. In command of a group of soldiers, you control them by clicking and pointing with the mouse, moving around the large scrolling map — aided by a scanner in the corner. As you fire at enemy troops, you can gain protection by hiding behind buildings or in trenches — line of sight rules are firmly obeyed.

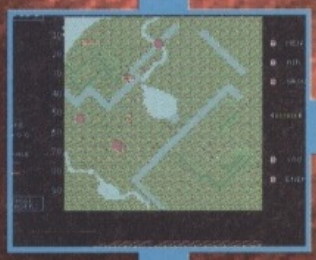
The basic aim is to obliterate all the enemies or, better still, capture their heavily guarded HQ. On all but the earliest levels, this proves a difficult task, even with the impressive amounts of weaponry on offer. As well as the ubiquitous machine gun, soldiers can carry dynamite, lay landmines (particularly useful for knocking out enemy vehicles), throw grenades and fire rocket launchers and flamethrowers.

Many tanks

Find a vehicle and you can enter it and take control. Piloting tanks and Armoured Personal Carriers, you can fire their weapons or — even gorier — run over enemy soldiers, *Syndicate* style. Other vehicles on offer include helicopters and Amphibious Landing Craft.

Vastly varying landscapes offer unique hazards and features. For example, on the lunar levels there are large Space 1999-style spacecraft.The snowy landscape has skiing soldiers, snowmen and even a First World War-style footy match — when one team scores, the opposition open fire!

As you can probably tell, it isn't exactly a serious war sim, but with gameplay this much fun it should give *Cannon Fodder* an interesting battle when they both enter the combat arena before Christmas.









F1 CHALLENGE

Team 17

Team 17 seem intent on moving the goalposts for every game genre. This time it's into-the-screen racing games, à la *Continental Circus* and the *Lotus* games.

With your behind-the-car perspective you get a scrummy view of your vehicle — the graphics are little short of outstanding. The scrolling gives a real feeling of speed, but at the time of writing all the corners are taken with the steering on permanent full lock, reducing the need for slowing down. Of course with microswitched (as opposed to analogue) joysticks the steering's either ON or OFF, leaving you no choice regarding steering lock, but hopefully the final version will have an analogue routine.

Perhaps the best thing about *F1 Challenge* is the price — it costs a mere £10.99! Keep it up, Team 17.



BUBBA 'N' STIX

Core Design

Core blimey, how's that for a right-on plot? (Note the subtle albeit humourless pun on the publisher's name). Bubba, a truck driver, is on his way to the zoo (boo! hiss!) with a truckload of animals when he's snatched by aliens and put in a... zoo! Ha ha, serves the git right — how about a game where you force a circus owner to jump through hoops next?

Due to a transit cock-up he's abandoned on a weird alien world with only an indigenous alien stick for company — sounds like a good excuse for a platform romp, eh lads?

Technically, *Bubba 'N' Stix* looks superb. Bubba himself has over 200 frames of animation (but, unusually for a truckie, no Yorkie), and the other characters promise an equal degree of fluidity. The programmers insist the gameplay will be just as 'wow, look at that'esque as the visuals.



If *Bubba 'n' Stix* has a problem, it's lack of originality — I mean, consolesque platformers aren't exactly thin on the ground, are they? At the end of the day, however crowded a genre gets there's always room for another if it's good enough — witness *Ishar 2* last ish. So will it make the grade? That remains to be seen, but it's looking good...

SPACE HULK

Electronic Arts

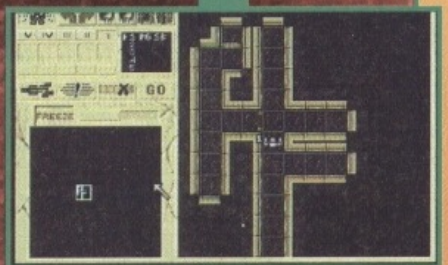
The first of EA's *Warhammer 40,000* licences from Games Workshop, *Space Hulk* is based on the 3-D roleplaying board game of the same name.

A huge derelict Space Hulk (giant spacecraft) has been infested with Alien Genestealers and it's your job to clear the nasty creatures out — a sort fo futuristic Rentokil. In command of a five-man Marine Squad team, you plan their movements on a scrolling map before entering into first-person 3-D, real-time combat — it can literally be over in mere seconds!

Otherise it's all pretty strategic, and the well-armed Marines can be made to guard doorways and corridors, or sent to seek out Genestealers. The tension is high as you explore the 3-D mazes, never knowing what's round the next corner. And a galaxy-size challenge is represented by the three Games Workshop-styled scenarios: Imperial, Warped Bio-Hulk and Ice/Asteroid Hulk (no She-Hulk, though!).

Currently in beta-test, *Space Hulk* should be coming round a corner near you very soon. It certainly takes a different angle to the isometric Gremlin *Hero Quest* games. Hopefully we'll have a review (or Playtest) next ish.







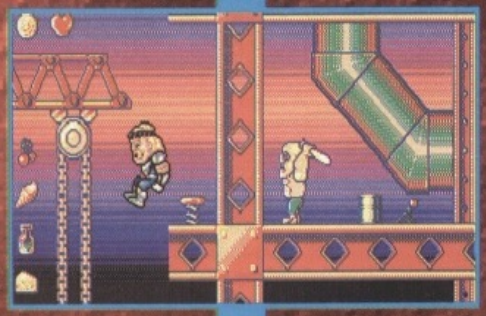
SUBURBAN COMMANDO

Alternative

What the Amiga needs now is a genuinely accurate WWF wrestling game. One where the 'wrestlers' abuse each other using pre-scripted monologues penned by professional scriptwriters. One where the entire 'sport' is governed by marketing ploys and the fighters take it in turns to be champions. Most important of all, the bouts should be pre-rehearsed gymnastic displays where the most impressive moves are the ones that'd be physically impossible if the contenders were really wrestling. Naturally the gamer does nothing — just choose your wrestler and let your computer-controlled agent do the rest while you sit back and watch.

If that sort of game doesn't tickle your fancy, check out Alternative's new film licence *Suburban Commando* instead. You play Shep Ramsey — no, not an Australian Border Collie, but WWF megastar Hulk Hogan's character in the film. The game is very faithful to the film plot (wadayamean 'I didn't think it had one'?), each of the game's four levels taking a scene from the movie as its theme.

The price has yet to be finalised, but a £19.99 tag with a copy of the film thrown in seems likely. The game should be finished by mid-August — watch this space for details.











LEGACY OF SORASIL

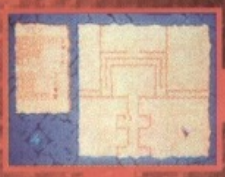
Gremlin

The first in the new *Hero Quest Masters* series, *Legacy Of Sorasil* is set in the fabled land of Rhia, which has fallen foul of a mysterious plague. It's the usual story of an incredibly powerful evil magician to be thwarted by your party. This is selected from the eight characters on offer: a paladin, fighter, cleric, mystic, mage, barbarian, adventurer and ranger — all with specialist skills.

Searching the land for clues, the party must battle through ten large stages. Unlike *Hero Quest*, this time the action takes place in vastly different locations, ranging from the dank corridors of the Vampire King's barrow to the leafy Iron-Wood forest.

Using the familiar isometric 3-D seen in the previous *Hero Quest* outings, *Legacy* looks a promising progression on its predecessors. It'll be interesting to see how it fares against EA's *Space Hulk*.













BRUTAL SPORTS FOOTBALL

Millennium

If you thought there was no future left in futuresports after the *Speedball* games, think again. Yet another cyberpunk sports sim is set to barge its way onto the Amiga (1200 only), this time a barbarous cross between soccer, American football and blatant thuggery!

Set in 2089, *Brutal Sports Football* (originally titled *Beastball*) guarantees a pitch blood-soaked by the vicious action. Players smash each other into the side wall as they try to catch the elusive cannonball. Basically, anything goes (including skewering opponents) as they try to stick the steel sphere into the goal.

Millennium reckon it'll appeal to sports-sim and beat-'em-up fans alike when it thuds onto the pitch in October. With a full league, two-player option and different breeds of players, it could well be a smash hit.

THE EYES HAVE IT!

THE CRITICS HAVE CAST THEIR VOTE - FLASHBACK IS THE WINNER

" Flashback... outperforms Another World - it's by far the deeper game of the two "

CIARAN BRENNAN
Games Retailer (UK)

" This game has no equal in its field "

DOMINIC DIAMOND
Gamesmaster TV Series (UK)

" Just awesome!... best Mega Drive game I've ever seen or played! "

PAUL GLANCEY
Megatech (UK)

" ...there's over two-thirds of the year left and I can honestly state that Flashback is the game of the year! "

SIMON BYRON
The One Amiga (UK)



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KINGMAKER

US Gold

England, 1450... The Hundred Years War with France is all but lost, and the country is ruled by a weak and ineffectual king, Henry VI of the House of Lancaster. As the king has no male heir, on his death the throne is to pass to his cousin, Richard, Duke of York. His dreams of becoming king are shattered, however, in 1453 when Henry gives birth to a son (blimey, a medical first! — Ed). Although Richard swears to serve the king, the Yorkist faction has no intention of letting the crown slip through their fingers.

The king, now old and mentally unstable, descends into a fit of madness for 18 months — York holds stewardship over the realm while the king is incapacitated. Henry recovers his wits in time to re-install the House of Lancaster into its former position of power before he dies, but as his son is a mere infant, England once again needs a steward. With the crown already hanging by a thread (the rules of succession have yet to establish themselves in law), the throne seems there for the taking. Numerous factions emerge, all supporting one minor royal or another, but really acting in their own interests — the 40-year struggle for the throne has begun!

A Hard Day's Knight...

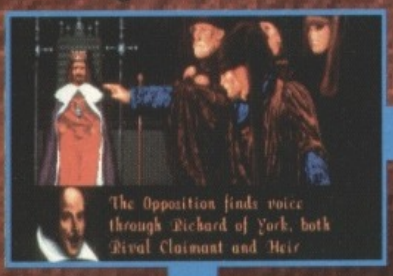
Kingmaker is a close conversion of the strategy boardgame by Andrew McNeil. In counters-and-cardboard form it's sold hundreds of thousands of copies worldwide over a period of 20 years! A wargaming classic if ever there was one!

So how will it convert to the home computer? Ideally, I'd say: the boardgame is simple to play but requires a large degree of card-collecting and counter-stacking. The computer version will insulate the player from these inevitable tediums, and also the table accessing that forms a part of many strategy wargames.

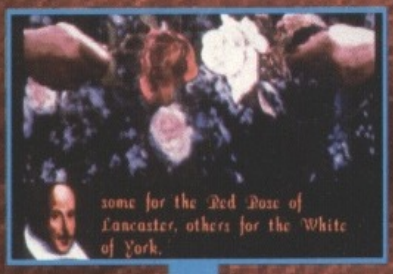
The programmers have paid particular attention to the machine's artificial intelligence, avoiding the trap of creating a fun game that's a doddle when the player discovers the 'perfect' strategy to win every time.

The presentation is also of a high standard. The interface is intuitive, the graphics excellent (the A1200 version will look like the PC shots shown, and the standard Amiga game is a looker too) and a huge historical outline of the Wars of the Roses is included, making it an education as well as a fun game.

But will it all work? We'll just have to wait until September to find out! Watch this space...



■ The game opens with an animated sequence presented by ol' Bill Shakespeare, outlining the events leading up to the war.



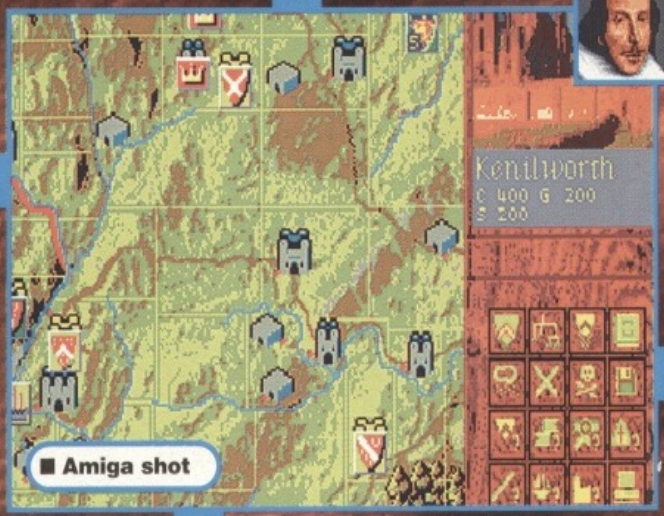
■ The Wars of the Roses is so-called because the two factions both used a rose as their symbol — a red rose for Lancashire, a white rose for Yorkshire.



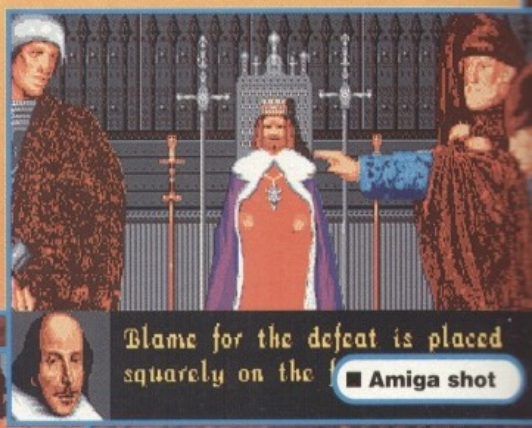
■ The game is played through an intuitive icon and point-and-click system.



■ The best laid plans of mice and men can (and often do) come crashing down... the Black Death wiped out a third of the population a hundred years earlier, but even in the 15th century it was a force to be reckoned with.



■ Amiga shot



■ Amiga shot

■ I wonder if they had street parties when royals were crowned in those days?





■ This is how the various royals are related: remember, to win the game you must be in control of the last surviving royal piece.





■ Field battles are often decisive, with the losing army wiped out and the winners replenishing their losses. This is historically accurate as the nature of 15th-century warfare meant that victorious armies seldom took heavy losses.



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Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE -**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

- **SLOW MOTION MODE**

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

NEW **MANY MORE INSTANT CLI COMMANDS -**
like Rename, Relabel, Copy, etc.

- **RESTART THE PROGRAM**

Simply press a key and the program will continue where you left off.

- **FULL STATUS REPORTING**

At the press of a key you can now view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

- **POWERFUL PICTURE EDITOR**

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW **JOYSTICK HANDLER -**
allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

- **MUSIC SOUND TRACKER**

With Sound Tracker you can find the complete music in programs , demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

- **AUTOFIRE MANAGER**

From the Action Replay III Preference Screen you can now set up Autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT.**
Now many more external Ram Expansions will work with all Action Replay III commands.

- **DISKCODER**

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP -**
allows you to Load/Save/Edit a Keymap.

- **PREFERENCES**

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

- **DISK MONITOR**

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

NEW **IMPROVED PRINTER SUPPORT -**
including compressed/small character command.

- **DOS COMMANDS**

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTOR -**
if you enter a command without a filename, then a file requestor is displayed.

- **DISK COPY**

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

NEW **PLUS IMPROVED DEBUGGER COMMANDS -**
including Mem Watch Points and Trace.

- **BOOT SELECTOR**

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- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR

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A/E AAR IIId

Feature!

Use you

There's nothing like a game you can really get your teeth into, so for the next two months we're gorging on strategy games. We're staying away from wargames, RPGs and military sims as they're separate categories in themselves, but if it's god games, city sims or terrific traders you're after, look no further — IAN 'BRAIN DAMAGE' OSBORNE's the man with the mettle.

A-TRAIN

Maxis/Ocean

A cross between *Sim City* and *Railroad Tycoon*, *A-Train* puts you in charge of a huge commercial railway, a bit like Fat Controller from Thomas The Tank Engine (not that I watch it, of course...). You build your vast fortune by developing land, building apartments, providing trains for commuters, and (if possible) selling developments at a higher price. The on-screen action takes an inevitable and undesirable toll on the running speed, but *A-Train* doesn't require a blinding pace anyway.

The game's devastating complexity will put some people off (the manual's the size of a small roofing slate), but if you're prepared to stick with it, its a blast.



FORCE factor 82%









CASTLES

Electronic Arts

"Combines the best of *Populous*, *Sim City* and *Railroad Tycoon*" — Zero magazine', screams the front of the box. No wonder Zero bit the dust — *Castles* certainly has the dodgy interface of MicroProse's flawed gem, but it lacks the depth and realism of any of these.

Your task is, unsurprisingly, to build a castle, using it to dominate the surrounding area. After you've designed it, you hire and assign various workers to individual towers and wall sections — carpenters build the scaffolding, carters ferry stone from the quarrymen to the masons, etc. Stay within your budget, and make sure your army is sufficiently staffed to repel invading Celts.

Unlike *Sim City*, *Castles* hasn't enough depth and flexibility to recreate existing fortifications — we had a go at recreating Ludlow on Maxis's wee gem, but you can forget doing the castle on this outing. It hasn't got an 'advance time' mode either, making building a real chore. Worst of all, you never really feel in control — if you've assigned too few quarrymen, work will slow down. Fair enough, but why doesn't the masons' foreman complain about running out of stone? Lack of interaction gives it a flat, lifeless feel that completely fails to draw you in.

FORCE factor 49%

RAILROAD TYCOON

MicroProse

The ultimate in computer capitalism — it's about as pretty as Birmingham New Street station, but its playability is definitely on the right track (did you spot the 'train' pun there? Terrible wasn't it?).

Starting with a head-full of ideas and a hefty overdraft, you find fame and fortune building railways where they're most needed. Laying tracks and bridges isn't cheap though — laying a line which no-one uses is an unnecessary drain on resources.

The first thing you notice on loading *Railroad Tycoon* is the appalling presentation. You can't scroll around the playing area: instead you have to click on the edge of the current screen, which updates with the pointer position in the centre. Laying track is a tedious affair too.

The game's keyboard-heavy interface exposes its PC roots, but if you can put up with it, the game itself is a gem. Vast, rewarding, intriguing... if we could add 'accessible' to this list it'd be a 'must buy', but even as it is it could seriously erode your free time. Buy it if you're into money management.

FORCE factor 80%

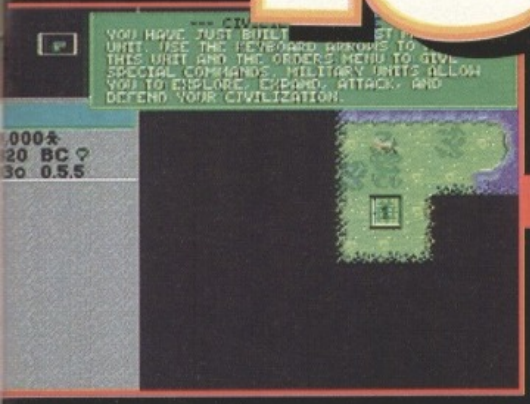




rloaf!

Feature!

PART 1



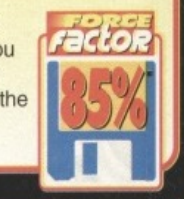
CIVILISATION

MicroProse

Have you noticed how, on book covers, a popular author's name features more heavily than the title? This isn't the case with computer games, but if it were, *Civilisation* would have SID MEIER plastered over it in six-inch-high letters! That man's name is as big a buying recommendation as any rave review rating.

Starting out with a single tribe, you must build it into an entire civilization by means of exploration, scientific advancement, political manipulation, invention, economics, and just about every other facet of society that's affected mankind since time immemorial. There's a great on-screen tutorial for those that want it, and the 'Civilopedia' (an in-game encyclopedia thingie explaining the game's concepts) makes it a superb educational tool as well as a great game.

Unfortunately, the presentation suffers from *Railroad Tycoon*itis, in that the interface makes initial progress a chore. You get used to it, of course, but why the hell should you have to? It's your money, why shouldn't you expect a decent interface instead of a dull window-based effort with a disgusting typeface thrown in for good measure? Even so, the game's so bed-wettingly good you won't regret a single penny spent on it... what a dilemma!



POPULOUS/ THE PROMISED LANDS

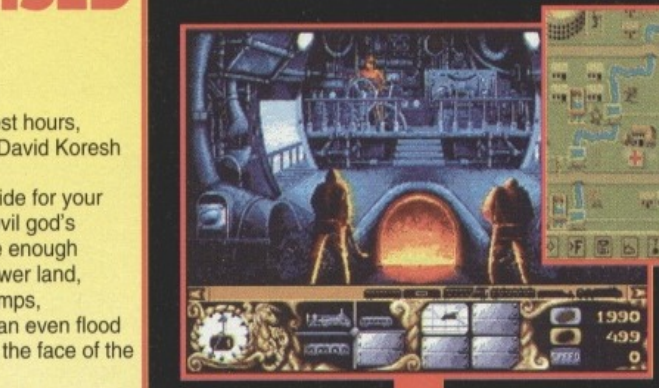
Hit Squad

Arguably one of the Amiga's finest hours, *Populous* lets you succeed where David Koresh failed and play God!

As the good deity you must provide for your population while making sure the evil god's followers don't prosper. If you have enough Manna points you can raise and lower land, enabling them to build, create swamps, volcanoes and earthquakes; you can even flood low-lying areas, drastically altering the face of the land.

The heart of the game lies in the fact that you have no direct control over your citizens. You can influence their behaviour, making them move towards the Papal Magnet (a sort of ankh-like thingie that you can move about during the game), build (as soon as they find flat land), or do battle with enemy walkers, but you can't give them direct instructions.

With almost 500 worlds to conquer, you won't finish it in a hurry, and even when you do there's the *Promised Lands* data disk to start on. If you don't own a copy already, there's no excuse for missing out this time. (Incidentally, have you noticed how the good and bad deities behave exactly the same? Reminds you of a Hollywood action movie, doesn't it?)



CAESAR

Impressions

Hmm, not bad at all — *Sim City* brought right up to date, which is ironic considering it's set in the ancient Roman empire. Again you must build up your city, offering industrial areas, irrigation, shops, residential blocks, etc. Plan well and your city prospers. Mess up and the citizens leave, reducing your tax revenue.

Barbarian attack was a common feature of classical life, so make sure your garrisons are well staffed. The outcome of skirmishes is decided by the computer, or you can fight them out using Impressions' quite useless *Cohort II* (I recommend the former).

Although more complex than *Sim City*, it's still very accessible due to the instinctive and well-laid-out menus. The graphics are much more pleasing to the eye too. All in all, *Caesar* offers a well-rounded and fun-to-play package. To misquote the immortal bard, 'Is that a great game I see before me? IT IS!'



TRANSARCTICA

Silmarils/Daze

Ever wanted to drive a train-load of mammoth manure across a frozen wasteland? No? Well maybe *Transarctica*'s not the game for you, but you're making a big mistake.

An *Elite*esque trader coupled with a head-scratching adventure, your task is to reverse the effects of a disastrous experiment which blotted out the sun, plunging the Earth into a new Ice Age. To this end you steal a train (now the only form of transport) and trek from settlement to settlement, trading as you go.

The main problem with *Transarctica* is the combat sequence. Even on the 'enhanced' (read 'tweaked') A1200 version, it's incredibly slow and boring. Luckily you can turn it off, only seeing the results of the scrap. Also, for a game which boasts such blinding graphics, it's a pity you spend most of the game looking at the game's dullest screen.

For all its flaws *Transarctica*'s a good game. Not a world-beater, but a welcome change from baddie blasting.







SIM CITY

Infogrames

Is there anyone out there who HASN'T played *Sim City*? As strategy games go, this one rivals *Populous* in the 'been everywhere, done everything' stakes.

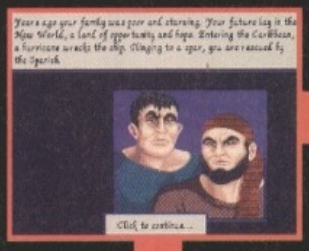
Sim City is... a city simulator, it's as simple as that. Build yourself a city, designating residential and industrial zones, entertainment spots, etc and watch the people move in — neglect essential services like fire prevention and police stations and you're in for trouble, but overtax the population (grief — I almost said 'populous' there) and they'll move out.

Although not designed as a city planner's tool, *Sim City* is an excellent simulation of modern urban life. An Impact employee (super-sub and all-round hairy weirdo Barnaby Page) once constructed a mock-up of Ludlow, with all the commercial and residential areas in the right places, and the model worked almost exactly to form — the areas that flourished in the town also did well in the mock-up, etc.

A superb game, though the visuals look a little dated nowadays. It's a pity the subsequent data disks added little to the game.

FORCE factor 85%













PIRATES

Kixx XL

A little-known fact about piracy is that in days gone by, when the state was less able to exercise a direct influence on affairs, governments encouraged sea-captains to lead 'pirate' raids on enemy ships. This is the role you play in *Pirates*, a former MicroProse game.

Despite its extensive options *Pirates* hasn't enough depth to sink a canoe, let alone a galleon. It plays like a series of subgames, none of which is any good. The trading is tedious, the hack-'em-up sections played when ships come together don't cut it, and the ship-to-ship combat's a joke.

So many corners have been cut for simplicity it's difficult to see who it's aimed at. What self-respecting strategy buff can put up with controlling several ships, all of which behave as one vessel with a combined cargo hold and cannons you can switch around at a moment's notice? Worst of all there are no conditions laid down for victory or defeat, robbing the game of its focus. You can't even die!

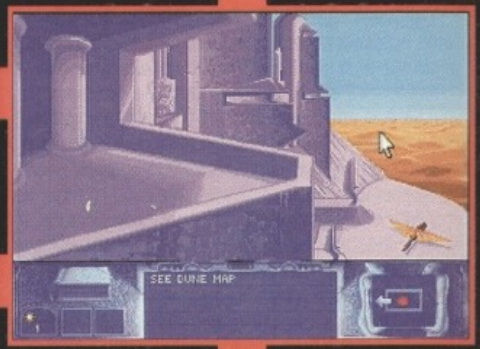
Unusually for a MicroProse game, *Pirates* is a shallow, simplistic affair that falls between two stools — it's not arcadey enough for your average joystick juggler but has little to offer a strategy buff. Take my advice — chuck it out of the port-hole.

FORCE factor 37%











DUNE

Virgin Games

It's amazing how well popular fiction lends itself to adventure/strategy games. Most film and product licences opt for the arcade approach and churn out a brain-dead dog of a multi-style no-hoper or a platform shoot-'em-up that looks like every other platform shoot-'em-up. I mean, look at the *Indiana Jones* action games — not a patch on the adventures, were they? Can you imagine what *Dune* would be like if they'd opted for a dodgy, generic arcader? No, the only way to do justice to a book like Dune is to create a thinking game, and that's exactly what they did.

The eponymous 'Dune' is Arrakis, the third planet in the Canopus system. A harsh desert world, it is host to the Fremen and various creatures, the most dangerous of which is the mighty sandworm. The planet is also the only place in the galaxy where the Spice is found, a narcotic-like stimulant that enables the taker to navigate hyperspace, the key to interplanetary travel. Naturally, this makes it very valuable, VERY expensive and of great strategic importance — he who controls Arrakis controls the galaxy!

As Paul Atreides you must rid the planet of the Harkonnen, freeing the enslaved Fremen and enabling you to mine the Spice. The Emperor of the Universe demands increasingly large Spice shipments, so don't neglect this early on.

It's extremely rare to see a game combine differing game-styles so successfully. There's a bit of strategy, a bit of adventuring and a bit of resource management, all parcelled up in some great groovy graphics. What more could you want?

FORCE factor 80%



Enter the dragon.

On August 5th, only one Super Nintendo magazine lifted the lid on Mortal Kombat.

It wasn't Super Play, or Super Control, or Super Action, or super anything for that matter.

It was the only magazine that leaves you to decide if it's super or not.

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BATTLE ISLE '93

Reviews!

Rich pickings!





Ian! ■ The wargame genre has more than its fair share of detractors. Some computer magazines, for example, are full of derisory sarcasm clearly showing the reviewer wants nothing to do with them. Here at AF we want no part of it. Icons and hexes might not look too pretty, but the heart of a wargame is in the artificial intelligence and user interface, not the presentation, a fact too many games magazines seem to forget.

Battle Isle '93 is far more graphically sophisticated than the usual offering, but the way opposing forces go to battle in neat little lines, firing on a one-to-one basis makes me want to puke. And they say square icons are atmosphere-destroying! The random element seems to have been overplayed too, detracting from the skill factor.

A fair attempt at dragging the genre kicking and screaming into the nineties, but the heart of the game just isn't there. ■

Tip time! ■ Read Sun Tzu's *The Ancient Art Of War* — this should help with most wargames! ■







■ Blue Byte, £25.99

At last, a game produced by popular demand! Due to all the fans that kept ringing in asking when the eagerly awaited *Battle Isle 2* was coming out — soon, folks! — Blue Byte decided to satisfy their voracious appetites with this update of the original game.

This time the fracas takes place on the moon of the devastated planet Chromos, where the Drullic and Skynet forces battle for the mineral Aldinium — needed to build yet more weapons!

Many of the original game's units have been graphically redesigned, and one or two added — including the invisible Virus mine. The cratered landscapes also make a change, with lava-filled gorges and massive cliffs stopping units in their tracks.

> **"Sadly the crude battle scenes haven't been improved"**

Playwise, *'93* uses the same basic game mechanics and controls as the original (and the recent *Historyline*). The two sides (each with a scrolling split-screen view) alternate between movement and firing phases. Units are controlled by placing the joystick cursor on them, holding down fire and then one of the four cardinal directions to select an icon.

Warring on the moon

Most units can only fire at an adjacent enemy, so the bread-and-butter tactic is the pincer movement, surrounding a single enemy with three or more units and attacking from all sides. Sadly the crude battle scenes haven't been improved — up to six tanks, men, etc, roll onto the screen from top and bottom to fire a salvo. The outcome is sometimes strange — soldiers often survive a rocket hit to the chest, and it's surprising how well six infantrymen can do against six tanks.

As in the original, winning one of the 25 battles requires either total destruction of opposing units or the capture of the enemy HQ. Either way it takes a fair while to achieve victory, so the usual level passcodes are essential.

As usual I preferred playing against a human opponent — more unpredictable and sneaky (Ian!) than the computer, which often takes along time to think before often walking straight into trouble.

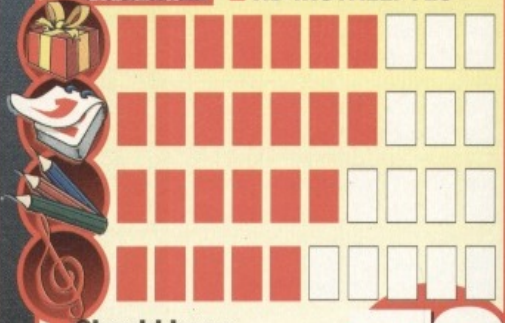
Nit-picking aside, it's still a sound strategy game and *Battle Isle* fans will lap it all up — although the 25 quid price tag seems a bit steep for just an update. Personally, I'd be tempted to save my money for the sequel.

Phil!

amiga FORCE Rating!



- **DEVELOPERS: IN-HOUSE**
- **DISKS: 3**
- **PLAYERS: 1-2**
- **GENRE: STRATEGY**
- **1200 COMPAT: YES**
- **HD INSTALL: YES**



Should keep devout fans happy, while awaiting the sequel

72

Reviews!

Rich pickings!

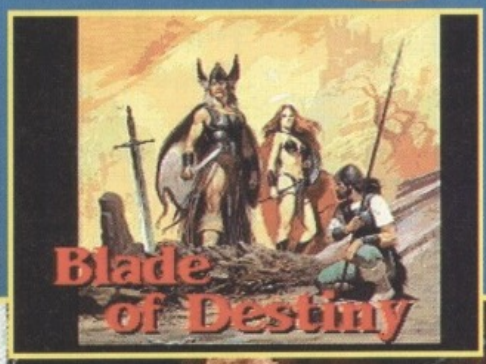
BLADE

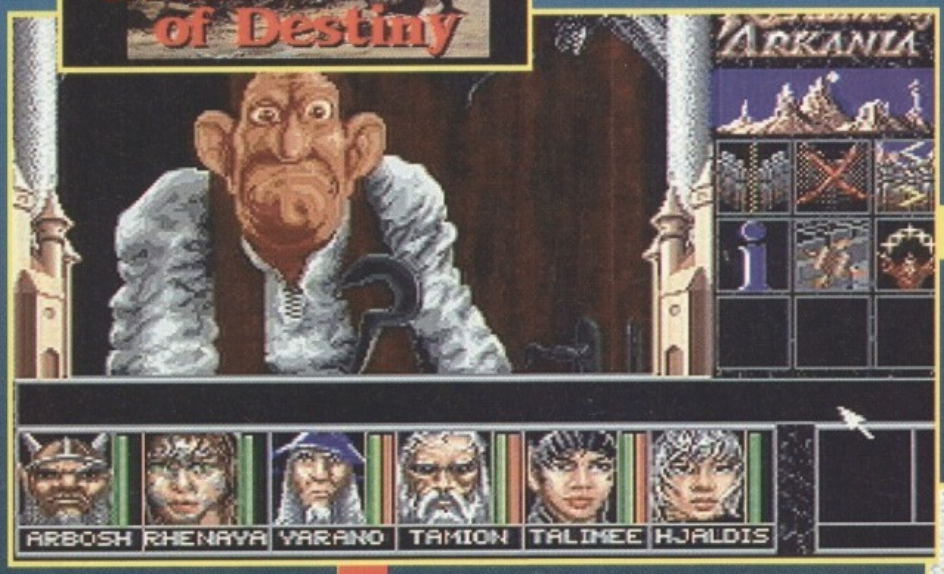
US Gold, £39.99

The Amiga roleplaying game seems to be undergoing something of a renaissance of late. *Blade Of Destiny* is the latest in a (very) long line of disks-and-dice outings, again taking the tired old Dungeons & Dragons medieval mythology as its theme. As I said last ish (in the *Ishar 2* review), there's always room in *any* overcrowded genre for a good game, but maybe the man, myth and monsters approach is just a mite overused. What's wrong with a Wild West RPG, or one set in the far future? How about Japanese rather than western legends, or maybe a World War II game like PC fave *Wolfstein*? Obviously a game must be judged on its merits, but a little originality goes a long way, folks.

> "character generation is a real chore"

I digress. *Blade Of Destiny* is a strict interpretation of Germany's *numero uno* pen-and-paper fantasy roleplayer *Das Schwarze Auge* (or, to the less teutonic among us, *The Black Eye*), and is the first in *The Northern Territories* trilogy. If episodes two and three ever hit the shelves, I







BIG & BOLD?

They say size isn't everything, and maybe the designers of *Blade Of Destiny* should bear that in mind. Who cares if the game comes on seven disks when you spend most of your time swapping 'em? So what if the playing area covers 184,000 square miles with over 80 towns to visit if the user interface makes walking two streets a chore?

One thing *BOD* does have in abundance, though, is character classes. Jesters possess all-round survival and wilderness skills, while Barbarians make the best sailors and brawlers. Druids are there to control the forces of nature and summon demons, and who better than a Dwarf to accompany you underground? Warriors take care of the combat, and Witches the intuitive magic, but leave the more scientific spellcasting to the Magicians. Hunters are good with bows, and Rogues with other people's possessions, and each of the Elven races offer their own skills.

As well as the usual attributes such as courage, strength, wisdom, etc, each *Blade* guy and gal also has negative characteristics like bad tempers, necrophobia, etc. This is one of the game's few original points.







Thorwal, City Free. One of t settlements in Arkania. Popul indomitable wa and seafarers, treasures from innumerable

OF DESTINY

hope the designers convert them a little better — it's been a long time since I've seen such an intrusive interface in a computer roleplayer. Character generation especially is a real chore, and far more obtrusive than it need be. Why, for example, can't you choose your class before your name? You get used to these idiosyncrasies after a few plays, but at this price you shouldn't have to put up with such clumsy craftsmanship. The fact that default peeps are supplied is no excuse at all.

Absolutely disk-usting

After creating your characters (six in all), you hit the game proper and snag number two. Believe me mateys, if you've only one disk drive this game is an exercise in pulling your hair out! If I had a pound for every on-screen disk request I had to endure I'd take a long holiday in the sun to recover from the needless aggravation this game put me through. It really is that bad! And that's not its only fault — why, for instance, are the traditional movement icons replaced by on-screen cursor changes? At the top of the screen, your mouse icon turns into an upward-pointing arrow; click to move forward. At the edges you get a bendy arrow that turns you right or left, but there's no mouse-driven way of STEPPING to the side without making a 90° turn. If you're an avid roleplayer this will lead to much frustration.

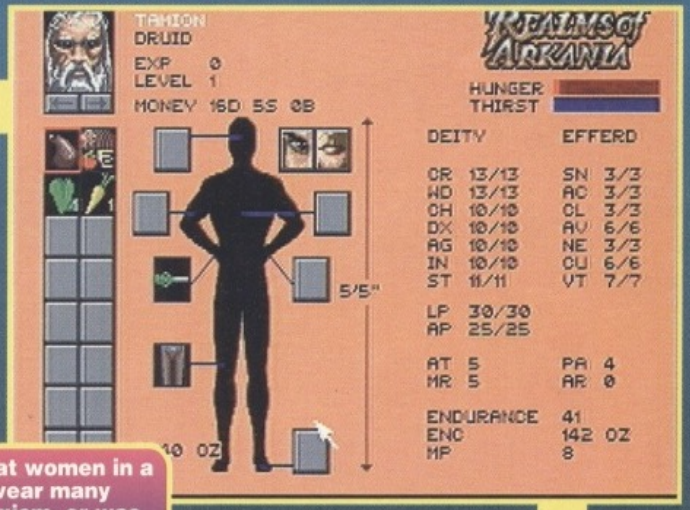
By now the die-hard RPG-buffs will be protesting that the heart of a game is in the game itself, not the presentation. You're right guys — hey, I'm a die-hard RPGer too, I love the genre, but I don't see why I should have to wade through such an unnecessarily unfriendly interface to get at the game. *Blade Of Destiny* is a wonderful outing — in fact, it's one of the best roleplayers I've seen this year, but its genius will be lost on all those unfortunate enough not to have a hard drive and the patience of a particularly well-disposed saint, and I for one don't fall into this category. It could and should've been a world-beating blinder of a game and very nearly was, but as things stand it's just too po-faced by half. Don't you just hate it when that happens?

Ian!



Tip time!

■ Steer well clear if you've only one drive, and think carefully if you've more. ■



■ I wonder who software companies use as inspiration for RPG fizzhogs? Could the guy in the blue hat be a very old Jeremy Beadle? Or maybe it's Christopher Lee? Jackie Chan in a wig sits next to Beth out of neighbours, and the ugly one looks like Phil.







■ Has anyone noticed that women in a computer games rarely wear many clothes? Is this latent sexism, or was she too embarrassed to wear the dodgy gear the guy on the right's wearing? I think we should be told...













amiga FORCE Rating!

■ DEVELOPERS: ATTIC



■ DISKS: 7
■ PLAYERS: 1
■ GENRE: RPG
■ 1200 COMPAT: YES
■ HD INSTALL: YES

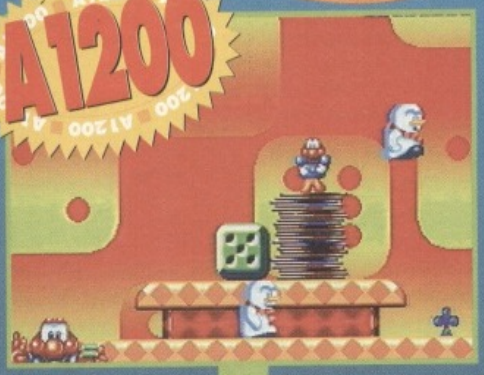
■ This excellent RPG is ruined by an appalling character generation section.

60

Reviews!

Rich pickings!

A1200





JAMES POND 2: CODENAME ROBOCOD

Millennium, £25.99

Millennium's underwater agent returns armed with another sack of appalling puns and fishy caperings. His latest incarnation follows up the spiffing *James Pond* in 'enhanced' A1200 format.

Good old Doctor Maybe is up to no good again. The megalomaniacal villain's nipped up to Santa's factory at the North Pole and sabotaged a consignment of toy penguins with high-explosives. If something's not done within 48 hours the whole lot'll explode and put a major downer on everybody's yuletide. In a last-gasp attempt to save Chrimble, the world's leaders meet and agree to get in touch with the underwater espionage department — F.I.S.H. After some deliberation it's decided to send in agent James Pond, codename 'Robocod'.

Nine missions await as he attempts to diffuse all booby-trapped toys before it's too late. Scattered around the colourful platform levels are many extras to be collected — energy, lives, useful objects and (natch) hundreds of points bonuses. Look out for the car, aeroplane and strap-on wings which all boost our hero's do-gooding capabilities.

Then there's the reams of Maybe's henchmen roaming about, but a quick bounce (or three) on their heads sees 'em off. Look out for the big (and I mean BIG) guardians, though — hefty hit-count ahoy.

> "Look out for the car, aeroplane and strap-on wings"

Aye aye, kipper

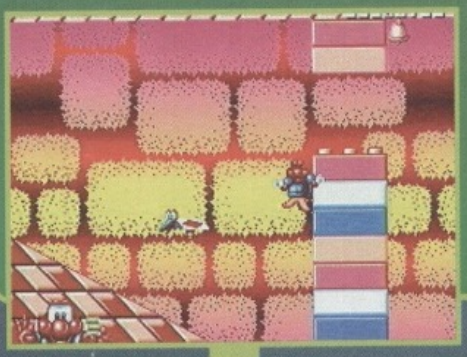
So what's all this 'robo' malarkey then? All's revealed in the form of the incredible expandosuit. This remarkable piece of kit enables JP to extend his body vertically as far as scenery will allow. He can grab any platform above, haul himself up and go hand over hand to cross nasty spike-pits, chasms, etc.

The only A1200 enhancements consist of five extra levels and some (slightly) improved backgrounds. Hardly stretching the as yet unexplored potential of 32-bitsville, I'm sure.

As for playability, it's pretty simplistic and not all that enjoyable. The way your sprite stays so close to the screen's edge as it scrolls is plain annoying. You have to run and stop, run and stop until you've memorised exactly where nasties appear or you just don't have time to react.

Graphics are okay, annoying jingles abundant, but nothing stands out. Until now the A1200's been waiting for a game to really show it off. Here's *Robocod* and it's still waiting.

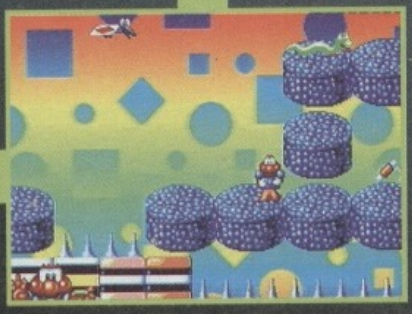
Miles!











Phil! A1200 owners can now enjoy the platform mayhem that is *Robocod* (the original version wasn't compatible). I have to say I'm slightly disappointed with the enhancements, though: five extra levels and slightly more colourful backdrops isn't much. All the same, the playability's as good as before. I disagree with Miles: I think this is one of the best platform games ever made. There's loads of collectables, secret rooms, huge baddies, and those wonderful vehicles — I love the shower-powered bath! It all adds up to a lot of fun, even if it doesn't really show off the A1200.

Tip time! Keep using the expandosuit to check for hidden platforms above.

Something fishy going on here... Cor, a world made up of sweets — it's a wonder he doesn't get fat! (Right)

amiga FORCE Rating!



- DEVELOPERS: IN-HOUSE
- DISKS: 1
- PLAYERS: 1
- GENRE: PLATFORM
- HD INSTALLABLE: NO



Not many enhancements, but still as playable as ever.

76

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Screen shots taken from the Amiga version



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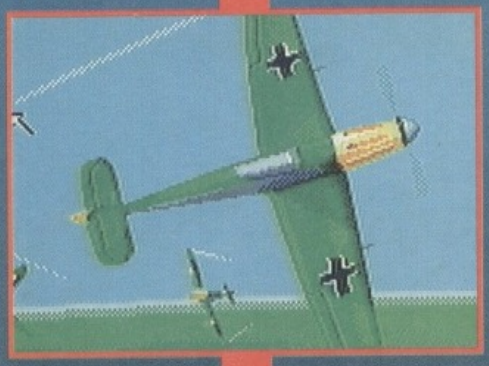


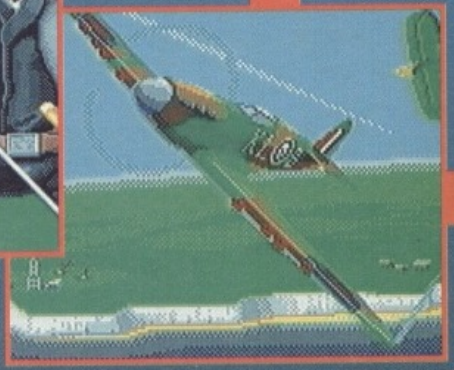




■ Those Boche pilots know a few tricky aerial manoevres, but with good old British courage you can beat them — unless you're playing the Germans, of course!







■ (Above) The main menu lets you take command of aerial operations, just pilot your own plane or practise.

Virgin, £30.99

Tally-ho chaps — chocks away, and all that romanticised balderdash you get in bad war films. A former Mirrorsoft title, we seem to have been waiting for *Reach For The Skies* since D-Day, but is it worth the wait? Despite a few flaws, I think it is.

Although it lifts its title from Douglas Bader's autobiography and the subsequent film of the same name, as far as I know it's not a licence. Needless to say it's World War II, Battle Of Britain-inspired action all the way, with the Luftwaffe launching bombing raids on Blighty airfields and the good old RAF doing their level best to blast the Boche. The action takes place on a day-to-day basis, with each new dawn bringing a new challenge, depending on how the war effort's going.

> "The running speed's fast"

Surprisingly enough the game lets you play either side. Maybe it's just latent patriotism, but I find playing the Brits more fun.

The big thing about World War II flying is the complete lack of fire-and-forget homing missiles. If you stun the Hun, you have to get him in your sights and chase him. He can do the same to you, of course — remember, you've no on-board radar either so if you're to survive you need all your wits about you!

Air command

As well as the usual pilot and practice modes, *Reach For The Skies* lets you play a controller. If, for example, you pick the British commander, you have to decide where to station your aircraft, moving kites from airfield to airfield, choosing which craft to deploy, etc. Students of history will know that it was only the German defeat in the Battle Of Britain that prevented a Teutonic invasion — should our aircraft strength fall below 50%, there's a real possibility Operation Sealion will be launched! Controllers have to do their share of combat missions too, so don't think of this as a 'flying a desk' option.

Flying the (relatively) low-tech hardware is great fun — the combat's exciting and involved, the running speed's lightning-fast and the controls... silky-smooth or what? Unfortunately all of this takes its toll on the ground detail. Maybe the War Office adopted a highly successful scorched earth policy. That would explain why Britain's south coast is one large green field. The lack of any decent map and navigation's annoying too, and why the hell don't the keyboard commands conform to accepted flight sim standards? The function keys especially deviate from the usual layout, causing a few upsets until you get used to them.

At the end of the day, that's the bottom line with all the game's flaws — they're only annoying for the first few plays. Rowan have done a marvellous job in recreating one of the hairiest moments of the 20th Century. The presentation's plumb-peachy, with a clear, concise instruction booklet, a keyboard plan and a neat little historical manual, and the box is very nice too (are you running out of ideas? — Ed). The price is a little on the high side and lack of ground detail makes it look a little dated (probably because it's a fairly old game delayed by Bob Maxwell's midnight dip), but it has enough depth and playability to see it through.

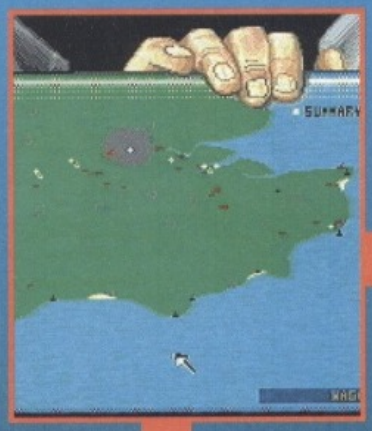
Ian!

REA
THE



Phil! ■ Never have so many owed their fun to so few. I'm not a great fan of modern flight sims with all their complicated controls and advanced weapons systems, so the simpler 'seat of the pants' flying in *Reach For The Skies* is a welcome relief. I find the close dogfighting combat more exciting than firing a heat-seaking missile at a blip on the HUD display. Trouble is, getting to the action takes some time: this is where the modern technology of setting waypoints on the map would've helped! Then again it'd totally ruin the authentic WWII atmosphere. ■

Tip time! ■ Go easy on the joystick, and remember after performing a manoeuvre, the instruments take a few seconds to settle down. ■

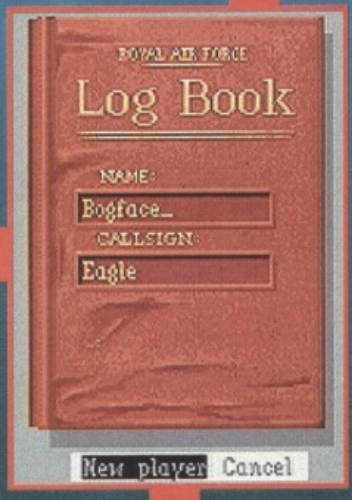










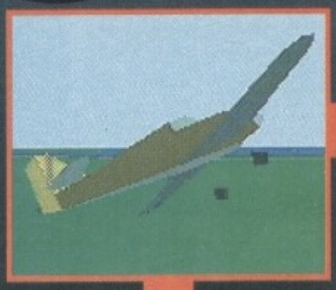


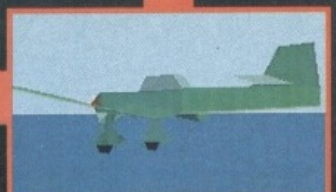


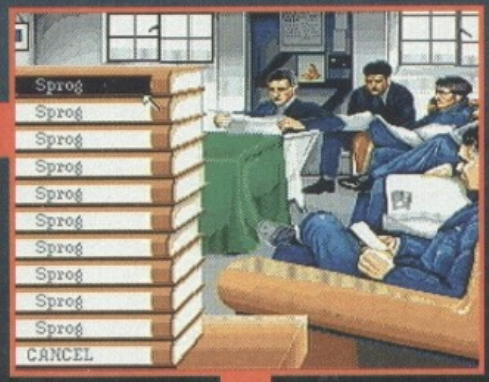
ACH FOR E SKIES









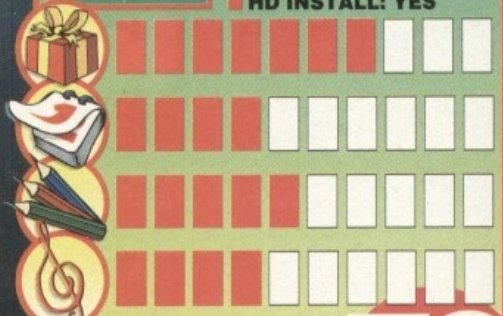


■ (Above) The pilots relax by reading AMIGA FORCE, full of tips to help them on their next mission!

amiga FORCE Rating!



- DEVELOPERS: ROWAN
- DISKS: 3
- PLAYERS: 1
- GENRE: FLIGHT SIM
- 1200 COMPAT: YES
- HD INSTALL: YES



■ A well-implemented flight sim, recreating one of Britain's proudest moments.

78

D-DAY

US Gold, £29.99

Hmm, four simulations in one sounds good value, doesn't it? In *D-Day*'s epic military campaign, you take direct control of infantry, tanks, paras and even bombers — each a separate arcade subgame.

This sounds like the recipe for a superb comprehensive wargame. Unfortunately, *D-Day* is an unpalatable hotchpotch that's even less than the sum of its impoverished parts.

The Infantry is possibly the best of the subgames. You scroll around an overhead view, clicking on soldiers with the mouse and choosing their destinations. When still, your men have differing abilities: some can shoot at a target while others come equipped with a mortar (all have grenades to chuck). In addition there are special men like a medic and radio operator (essential for receiving orders). Hardly frenetic action, it's a simple case of crawling round to avoid enemy fire and getting close enough to shoot back.

> "There isn't enough to it to interest serious strategists"

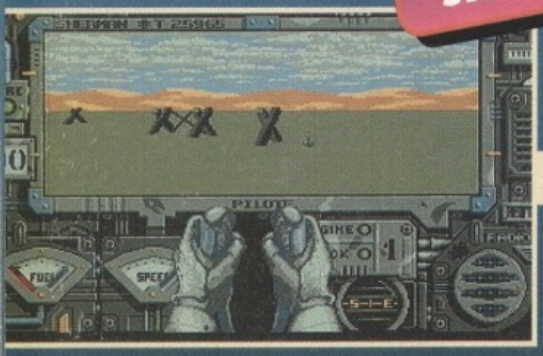
No tanks, mate

Even worse is the Tank section. You get a sluggish 3-D view from the pilot, periscope, cannon operator, machine gunner, or from outside. A map enables you to send tanks to various destinations to attack bunkers and enemy tanks etc. It's all very tedious, the only curiosity being the way the pilot can see so much further ahead than the geezer in the turret.

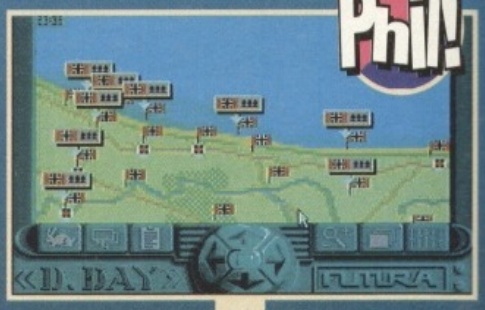
But worse is to come. The Paratrooper game is a simple case of getting as many men as possible to land in the safety zone. This is done by moving them left/right and changing their descent rate to avoid collisions.

The *pièce de résistance*, however, has to be the Bomber stage. Another sluggish 3-D jobbie, this one features a bomber that can bank so rapidly it can even perform a victory roll!

As for the main wargame, there isn't enough to it to interest serious strategists. Simply ordering various units to attack the many towns doesn't offer much in the way of tactics — even if you do have the good sense to turn all the subgames off.







Phil!

Tip time!

■ On the parachuting section, make the outer drop faster before moving them left/right over the landing zone, so they don't collide with their comrades above. ■

ONE STEP BEY

Ocean, £25.99

It was the most exciting thing since Colin Curly had his first taste of Quavers. He'd just reached the 100th level of his favourite computer game *Push-Over* (Colin's Amiga debut, also by Ocean), when he reached into his packet to eat his last Quaver... Suddenly everything went curly as Colin was sucked into his computer — as portrayed by a neat animated intro.

This is the setting for another fiendish puzzle game. On each of 100 screens, Colin must get from one packet of Quavers to another (the exit), achieved by leaping onto platforms. The tricky bit is that all these platforms have to be stepped on before the exit will open. Once jumped off, platforms retract, so you have to plan your route carefully to avoid getting stranded. Colin can jump across (and diagonally up/down) to adjacent platforms, or ones two spaces away (including diagonals) by holding down fire with the relevant direction. If he falls off screen, or too far, he has to restart.

A tight time limit makes it trickier, and play is complicated by several special platforms. The first few levels introduce these gradually, getting you used to the concepts involved.

Some of the later levels are real stinkers, with row-opening/closing platforms forcing you to take a very convoluted route to the exit. It doesn't get too frustrating, though. Colin has a set speed for performing his moves, so it's never a test of reflexes, just of grey matter.

> "It's never a test of reflexes, just of grey matter"

Furthermore, you're told if Colin's stuck, you can restart the level immediately, and there's a level passcode system. Completing a level earns you a token — used during play to restart prior to making a wrong move.

Often the time limit seems impossibly tight, but when it reaches zero it carries on in the red — you can't complete the level properly in this state, but you can still play on and work out a route — very handy.

Technically the game won't win any awards. As with most puzzlers, graphics are more functional than impressive, while (apart from mellow background tunes) sound consists of old arcade-style effects. In fact, the game has a sort of 'period' charm, reminding me of favourite 8-bit titles. Maybe it's just sheer old-fashioned playability, but I like it.

Phil!

Ian!

■ For a game with so much leaping about it's surprising how quickly the controls become intuitive. The animation's of a similarly bed-wettingly high standard, with Colin Curly flipping from platform to platform like a good 'un, the whole thing set to a series of spiffing tunes.

But (but! BUT!) is there really enough to it to justify its price tag? Sure it's a neat game, but there are loads of puzzlers on the market at budget prices, and the PD scene's full of 'em! A great game, but unless you're puzzle mad I'd wait until it's rereleased on budget. ■



■ When jumping across and down two platforms, pull diagonally down with fire — don't just jump horizontally as Colin will be temporarily stunned by the fall, wasting time. ■

Tip time!

Bounce Up: Somersaults Colin up two platform levels.





Ian! ■ 'War is not a game' screams the manual, 'and this game is not a war'. It then goes on to explain that an accurate rendition of the D-Day landings would be technically impossible and ethically reprehensible — so why bother doing it at all? After a fair few plays I'm still asking myself that same question — why did they bother?

Definitely one to avoid. ■





amiga FORCE Rating!

■ DEVELOPERS: LORICIEL
■ DISKS: 4
■ PLAYERS: 1
■ GENRE: STRATEGY
■ 1200 COMPAT: YES
■ HD INSTALL: NO

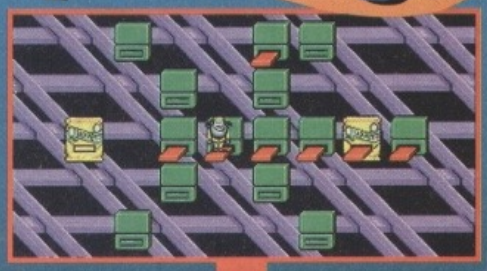


■ Four naff simulations in one — D obviously stands for 'dire'.

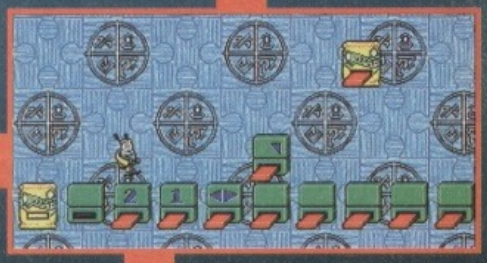
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Reviews!

Rich pickings!







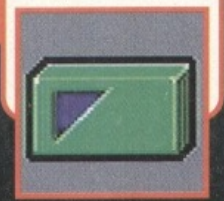
OND

PUZZLING PLATFORMS

Ray Shutter: Closes platforms in same diagonal rows.



Bounce Up Left: Propels Colin up and two spaces left.



Safe: This never closes, unless activated via a Shutter.



Bounce Up Right: Throws Colin up and two spaces right.



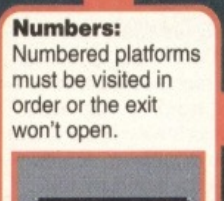
In & Out: Continually slides in and out, requiring careful timing to land on.



Horizontal Shutter: Closes all platforms on same row, when Colin jumps off it.



Numbers: Numbered platforms must be visited in order or the exit won't open.



Bounce Down: Drops Colin to platform below.



Horizontal Opener: Opens all platforms on same row, as Colin lands on it.



Delay: Remains open for 15 seconds after Colin leaves it.



amiga FORCE Rating!

■ DEVELOPERS: IN-HOUSE
■ DISKS: 2
■ PLAYERS: 1
■ GENRE: PUZZLER
■ 1200 COMPAT: YES
■ HD INSTALL: NO



■ A well-designed, playable puzzler — but fairly expensive in a crowded market.

80

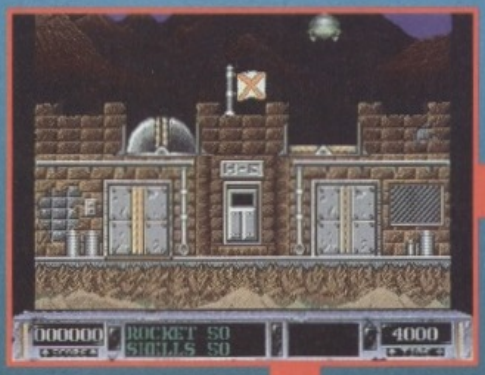
Reviews!

Rich pickings!

TRIPLE ACTION — VOLUME 1

Prism Leisure, £14.99

The first of the new triple packs from Prism, this reasonably priced compilation contains one really great game and a couple of fillers...



BATTLE VALLEY

An old (and I mean 'old') Hewson game, *Battle Valley* features a helicopter and a tank, but it's nothing like *Silkworm*. Instead of offering two players simultaneous play using a vehicle each, a single joystick juggler controls each in turn, returning to base to swap.

The aim of the game is to blast a missile silo that's being used by terrorists to ransom the world. Only the tank can do this, but there are a fair few bridges out — the helicopter must find the 'pontoon' (yes, I thought it was a card game too) and winch it over the breach, effecting repairs. Set against the clock, you can die as often as you please.

It's not bad for the price; if you can ignore the seriously weak graphics and the dodgy parallax it's a gas. Won't last you more than a couple of games though.

30

Tip time!

■ To swap the helicopter for the tank, crash it. It's far quicker than flying back to base. ■

HAMMER BOY

What a disaster. When I first saw this effort I could hardly believe it — surely someone's loaded a PD game by mistake? Alas no, this is actually a commercial game and if anyone's playing a pathetic practical joke it's Prism Leisure.

As the hammer boy you stomp along the top of your fort, mashing the Indians intent on scaling the walls and burning your flag. The graphics are okay in a seen-it-all-before sort of way, but they animate like a decrepit robotics dancer bopping in front of a strobe light! One tap of the joystick moves the main sprite a good three inches, and on the entire wall there's only four places he can stand — he flicks from one to the other like an old LCD handheld (remember them?).

A real 'play once and re-format' and no mistake.

5

Tip time!

■ Play once and re-format, and no mistake. ■













■ **(Above) Compared to similar-looking *Silkworm*, *Battle Valley*'s deeper than a dip in a shark pool; it's as much fun, too...**

■ **(Below) *Deuteros* is one of those games you load up for a quick game, and before you know it, it's Tuesday.**



DEUTEROS

As this strategy outing takes 90% of the instruction manual, dominates the box art and is the only game not in Prism's Pocket Power range, you'd expect it to be the best on offer. But do figures make facts? Let's load it and see...

The plot's a weird one, that's for sure. Following a major disaster, all human life on Earth is wiped out. The only remaining humans are a small colony on the moon who return to Earth and repopulate it. The moon base is all-but-forgotten.

Several centuries later, man decides to reach for the stars once more. The plot mentions small colonies of mutated humans and a conflict between two races, but what bearing this has on the game isn't made clear — it's up to you to live and learn!

> "The interface is intuitive"

The way the plot gradually unfolds is little short of amazing. You start with a single mining vehicle supplying valuable resources, but once you've trained a production team you can build more. A research team designs new and exciting things for the production guys to build, including space-shuttle components, parts for an orbiting factory, etc. Once your orbiting factory is fully kitted out you can design and build interplanetary vessels, and the stars are your own — time to train up colonists.

Graphically *Deuteros* is a little dated, but it's well designed — the interface is as intuitive as it need be, though better instructions would have been nice. All in all, a worthy strategy offering.

80

Tip time!

■ Make sure everyone's busy before using the time accelerator. ■

amiga FORCE Rating!

70

■ **Buy it for *Deuteros*, save your games over *Hammer Boy* and go on *Battle Valley* for a laff.**

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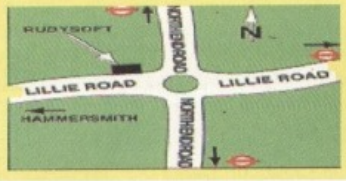
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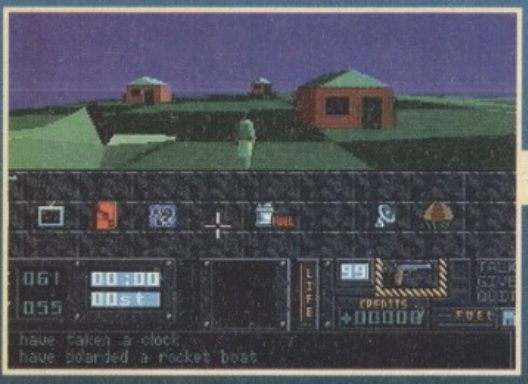
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Reviews!

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The user interface utilises both mouse and joystick controls. It's complicated enough to allow a real sense of freedom, but well designed and instinctive in use.

The game isn't without its faults — the perspective makes it very hard to aim your shots, for example, but that doesn't stop it being a real barg.



80

Tip time!

■ Your vehicles have limited fuel, so use it wisely. ■



■ **And now, the main event of the night, it's the Incredible Hulk versus Suger Ray Leonard... *Fight Night* was never like this, but *Frank Bruno's* was — knoworamean 'arry?**



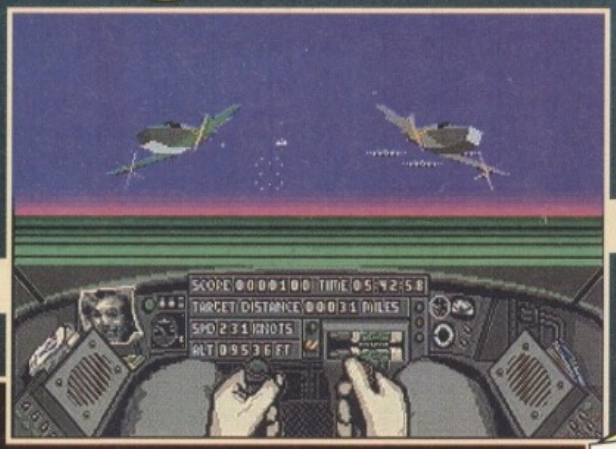
HUNTER

Definitely the cream of the crop, *Hunter*'s an arcade adventure *par excellence*.

Set on a 3-D archipelago, you control a rootin' tootin' hard-assed military type, a real man with a mission — several missions, in fact. Starting at your HQ, you undertake a series of assignments, each of which involves striking deep into enemy territory and blowing things up. Alternatively you can opt for the 'Action' game (basically one huge mission, the completion of which leads to Allied victory) or the 'Hunter' mission, a reconnaissance variant.

Hunter's main claim to fame is its

■ ***Lancaster* — wasn't he the bass player in Status Quo? He played about as well as this game, though *Bomber*'s a Motorhead's song...**



LANCASTER

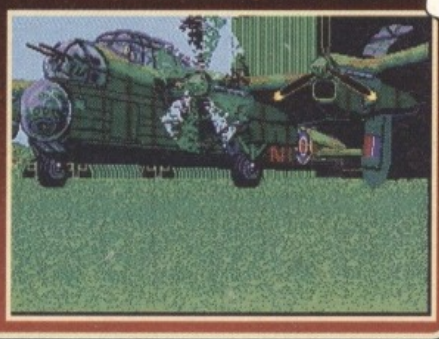
The problem with this game is you only ever seem to play half of it. After picking your options, you watch a terrible animation of your crew climbing into the Lancaster. This is followed by another animation, this time a polygon-based outing showing the plane taking off. You then get a map screen showing your plane's current position in relation to the target. The plane icon follows your mouse pointer, but all you can do is take it to the target.

Every now and then the enemy attack the bomber formation, and that's where the game proper comes in. You blast away at the Hun fighters in an *Op Wolf*esque shooter. For the first play it's fun in a 'jerky-update-and-planes-don't-fly-like-that-do-they?' sort of way, but I doubt you'll come back for more.

30

Tip time!

■ Just keep firing and you'll bash the Boche and be a flying ace. ■



SECONDS OUT

Fans of the old 8-bit outing *Frank Bruno's Boxing* should feel right at home here. A one-on-one beat-'em-up (hardly surprising for a boxing game), you view your fighter from behind. His body's transparent so you can see what's going on in front of him, but why they painted him a pukey shade of green I'll never know.

Seconds Out was programmed in the early days of the Amiga, and it shows. The graphics are extremely primitive, the backgrounds especially showing poor use of colour. The animation's a little ropey too. Even so, it plays pretty well; there's loads of humour in there, eg a fighter called 'Hagman' who wears his glasses in the ring and head-butts his opponents.

Not a bad game given its age.

60

Tip time!

■ Between rounds, waggle like fury to make your second revive you. ■

amiga FORCE Rating!

■ **Worth the asking price for *Hunter* alone, but *Seconds Out* is worth a quick wallop too.**

72

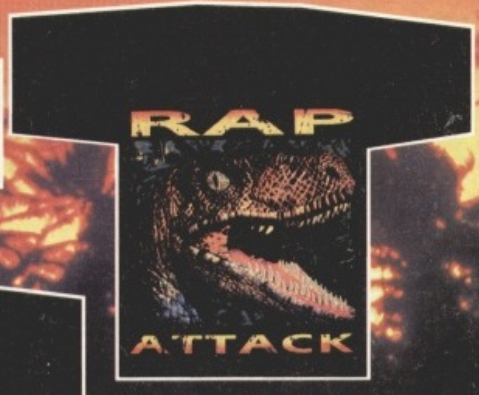
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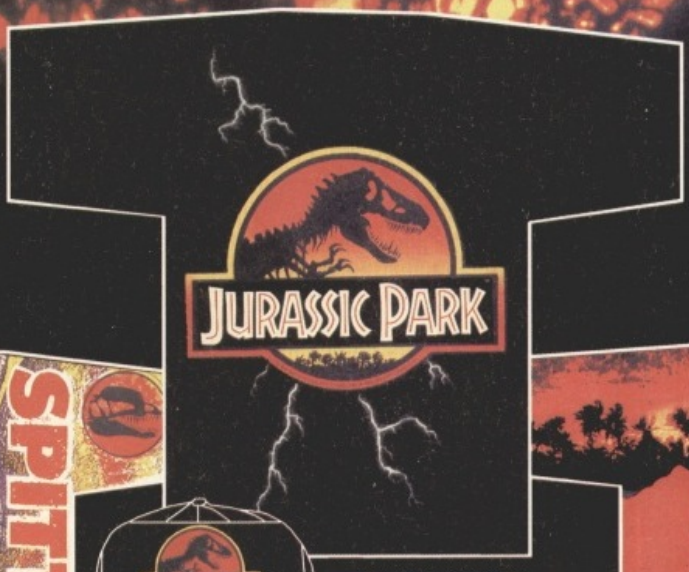
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Just when poor old Nicky was getting settled down after his grandfather had rescued him from his first encounter with the Wicked Witch, he finds out she has a sister who's no less cruel.

Things start to go a bit strange when monsters suddenly start attacking the inhabitants of the forest, certain roads and caves are blocked and, to top it all, Nicky's toys are scattered throughout the land. This final move spurs Nicky into action, so off he goes armed with the goose magic that his grandfather has given him (ahem).

Travelling through six platform-filled levels, Nicky faces many obstacles and puzzles ahead. The young lad's armed with a gun that fires metal balls, and he can also collect other handy weapons. Firecrackers can be planted to blow up anything nearby, while the Ultra Sound Whistle is basically a type of smart bomb. Collecting fruit and pieces of wood adds to Nicky's firepower.

Other useful collectables include handy first-aid packs that replenish lost energy, and hearts for extra lives. And let's not forget Nicky's lost toys which are scattered throughout the perilous land: these simply add to your score. Undoubtedly the most impressive collectable, however, is one of the imprisoned geese which Nicky can ride to fly over hazards.

Bouncing bonces

The adversaries faced are all pretty mean so you'll need to waste them as soon as possible, either by shooting or jumping on their heads. The most common nasties are the walking Toadstools that divide when shot. Others include huge grizzly bears, giant wasps which fire at you, and spiked wheels that cut you down if not jumped over.

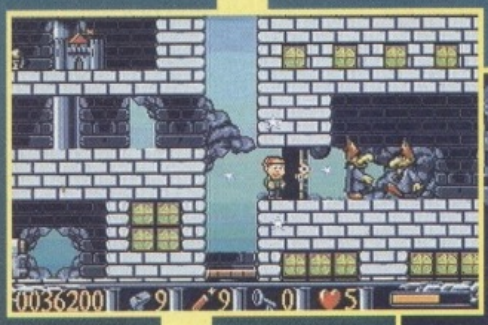
> "It's very easy to get stuck if you're not careful"

Playing the game gets a bit monotonous after a while. It's also very easy to get stuck if you're not careful when you pull levers to make large blocks fall. Really, *Nicky 2* is just another average platformer that's fun to play at the time but instantly forgettable. As far as graphics go it's pretty good, with plenty of colour and detail. Sound, on the other hand, is bland with a theme tune that needs to be turned right down. Overall, you'd need to be a real platform buff to get much enjoyment here.

Rob!











Tip time! It's quicker to jump on baddies' heads instead of shooting them repeatedly.



amiga FORCE Rating!



- DEVELOPERS: MICROIDS
- DISKS: 1
- PLAYERS: 1
- GENRE: PLATFORM
- 1200 COMPAT: YES
- HD INSTALL: NO



A mediocre platformer in a very crowded market.

58

Phil! *Nicky II* has its moments, most notably the ability to ride a large goose! Otherwise, it's a bland platformer with a fair few flaws. Shooting baddies soon gets repetitive and there aren't really any puzzles to keep you amused other than finding keys for doors. Most irritating is the way Nicky can get trapped by a falling block, forcing you to quit the game. The moving platforms got on my wick too, as you often have to wait ages for them to line up so you can jump across. And while I'm at it, Nicky often suffers from a bad case of the flickers. With so many good platformers around, faults like these are fatal.



Phil! I thought this game-style went out with *Daley Thompson's Decathlon* on the 8-bits several years ago. Trouble is, this one doesn't even have the challenge of the waggling or accurate timing, merely requiring a tactical use of energy — just like *Daley*'s crappiest event, the 1500m! With no real skill required in any event, there's very little to cheer — which is just as well considering the hopeless crowd FX. In the Olympic race for duff multi-eventers, this rivals even the lame *Carl Lewis Challenge* for the 'gold' medal.

THOSE EVENTS IN FULL

- 100 METRES RUN
- 110 METRES HURDLES
- POLE VAULT
- LONG JUMP
- TRIPLE JUMP
- HIGH JUMP
- SHOT PUT
- JAVELIN
- 100 METRES
- FREESTYLE
- 4 x 100 METRES RELAY







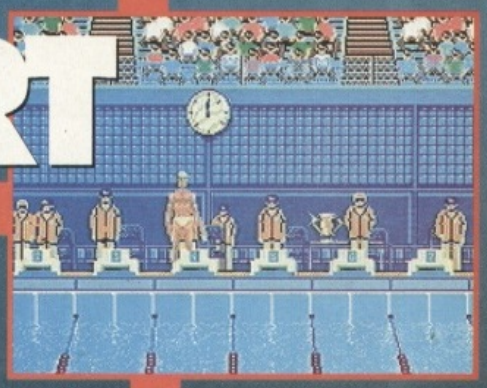








SUPER SPORT CHALLENGE



Daze Marketing, £25.99

This *Track And Field* approach... it's a bit 'old hat' nowadays, innit? I mean, mindless waggling with the odd button press might've impressed when it was new and (for some) exciting, but surely our tastes are a little more sophisticated in this day and age? I was never a fan of the mid-Eighties coin-op. There you were, happily feeding ten pences into your favourite arcade machine, and some spotty little anorak turns up and plays the *Track And Field* game next to it. All you could hear from then on was a constant rat-a-tat-a-tat-a-tat-a-tat as the easily pleased pillock got his kicks bashing buttons.

Do we really want this sort of thing on the Amiga? If it was in any way original or outstanding maybe, but this offering isn't. Okay, so the waggling's been replaced by holding the joystick in a single direction and watching your energy, but it's still completely lame.

For all its faults, the old arcade game had a fair amount of humour. *Super Sport Challenge* is, by comparison, bland and characterless. The graphics look like an incontinent poodle's wiped its backside on them, and the animation's sod all to write home about either. And as for the sound... the crowd effects sound like a cistern refilling after you've flushed the bog!

> "There's heaps of waiting around during the game"

Lack of adrenaline

As stated earlier, the control method's not the usual wrist-spraining waggler. Don't get too excited though — they're still pretty vomit-inducing. Check this out... 100 metres: hold the joystick to the right to use your energy — alternatively do it in bursts using the fire button. Long jump: hold the joystick to the right to use your energy, and press fire to jump. Hurdles: hold the joystick to the right to gather speed, and push it up to jump. Exciting, eh?

I can't think of anything positive to say about the game. The controls are completely lame, the graphics and sound appalling, the events bog-standard and unoriginal, the disk accessing tedious, there's heaps of waiting around during the game... I could go on, but I won't. If this game were an athlete it would be disqualified for carrying a Zimmer frame onto the track. Nothing can save it, not even a rapid injection of steroids...

Ian!

amiga FORCE Rating!

- DEVELOPERS: MICROIDS
- DISKS: 3
- PLAYERS: 1-4
- GENRE: MULTI-EVENT
- 1200 COMPAT: YES
- HD INSTALL: YES





Excitement, action, skill — there's none of them in this manky multi-eventer!

23

Budget!

Budget bargains!







JOCKY W COM

Zeppelin Platinum, £9.99

I always associate 'compendium' with one of those games sets your auntie gives you for Christmas. 'Fifty Fabulous Games' blurts the box, but all that's inside is a few sheets of cardboard, half a dozen tiddlywinks and a couple of badly-moulded dice. Unfortunately *Jocky Wilson's Compendium Of Darts* does nothing to alleviate this.

You aim the dart using the usual 'disembodied hand with delirium tremens' method, though this effort's so cheapskate you don't even get the hand! The dart just shakes along, waiting for you to hit 'fire' and propel it towards the board. The computer player uses a sideways-on view for his turn.

The game has a few neat touches, like the way the best score to aim for is highlighted for you, but at the end of the day it scores considerably less than 180. The speech samples are pathetic, the range of games smaller and less interesting than in Alternative's *Bully's Sporting Darts*, and the game as a whole's completely naff.

Oh well — at least it's got nothing to do with Jim Bowen!

> "The speech samples are pathetic"

Ian!



Tip time! ■ Get *Bully's Sporting Darts* instead. ■







TOKI



The Hit Squad, £9.99

This conversion of the Fabtek coin-op really lets you monkey around. Not only has the evil Bashtar has kidnapped Toki's girlfriend, but he's turned the handsome hero into a gorilla. Not really fancying hanging out with any female apes, he sets off to rescue his girlie — in the hope she likes hairy chests!

Apart from all this monkey business, *Toki* apes the platform action of countless other games — but it's a really good example of the genre.

The hairy hero has a fair old leap on him, with which he can jump over hazards and onto the heads of creatures — whose touch is otherwise lethal. He has another weapon up his sleeve (or rather, in his mouth): he can spit peanuts at an alarming velocity — enough to disintegrate most baddies with a couple of shots. Collecting power-ups enables Toki to fire more nuts at a time, or even breath fire!

> "The action quickly hots up"

Get in the swing

Though it starts off pretty easy, the action quickly hots up during the first of six multidirectionally scrolling stages. Accompanying such pretty parallax backdrops, the crude sound FX come as a surprise: early-arcade-style bleeps and blaps in the main.

Somehow, though, this suits *Toki*'s simple appeal. Most of the time it's a process of learning how to deal with the new types of baddie which appear — always in the same locations. There are a few frustrating incidents, eg dropping from the bottom of a vine, only to be instantly killed by an unseen baddie. A good quota of continue-plays helps, but you restart at the very beginning of the current level, often a long way from where you finished.

All the same, I found myself coming back for yet another go — usually getting that little bit further every time. The combination of such addictive 'old arcade school' gameplay and attractive visuals makes *Toki* a tasty budget banana.

Phil!

Ian! ■ The screen's a little small and losing your power-ups when you die's annoying, but apart from that it's pretty much fault free.

The graphics are some of the best I've ever seen on the Amiga, retaining the cutesy animation of the coin-op, and the parallax scrolling's a dream. I love it when programmers create a world with the backdrop instead of just making it clever for its own sake (like the A1200 version of *Zool*). *Toki*'s never obscures the action either.

Toki's difficult, but in a challenging rather than frustrating way. If you think you're good enough, buy it — it's so damn-near perfect, platform fans would be barmy to miss it. ■

WILSON'S PENDIUM OF DARTS

Phil! And it's Jocky on the oche, but I don't know why he bothered. You'd need a few pints of Trophy bitter before this drab offering started to appeal. Then again, you'd probably be punching the monitor every time that muffled speech came out with '180' etc. Apart from 'Scram' all the games are pretty tedious — even Shanghai doesn't follow the normal pub rules (ie it doesn't award a bonus for hitting the treble, double and single). If you really want a darts sim, *Bully's* did it all so much better.

amiga FORCE Rating! 44

This darts sim misses the board altogether, never mind the bull's eye.

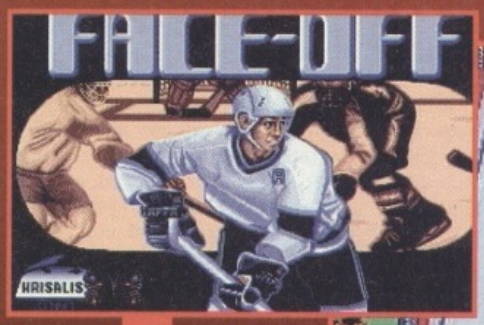


Tip time! 'Watch out for the spiky mounds — when destroyed (by three shots) they explode in a shower of spiky balls!

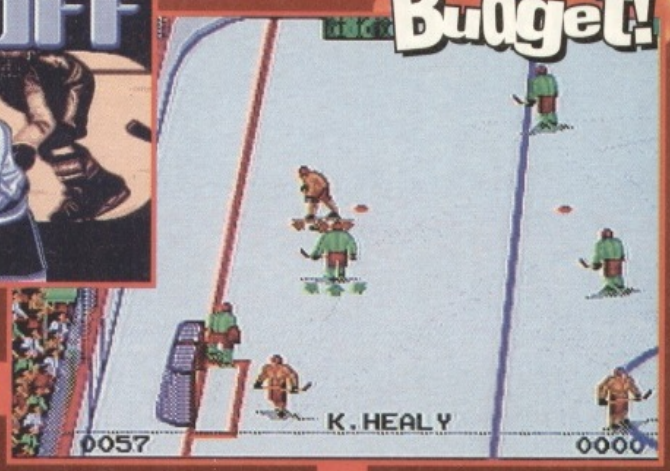


amiga FORCE Rating! 88

This pretty primate platformer is monkey magic!



Tip time! Learn the rules of ice hockey, you won't get far without 'em.



FACE-OFF ICE HOCKEY

Buzz, £9.99

This game isn't as bad as its (many) detractors make out, but it's certainly not a goodie. A management/arcade combination, the game allows you to turn off either facet. You do all this via a series of less-than-intuitive menus that really get in the way for the first few plays.

The arcade game is viewed from the side like *Emlyn Hughes*, and is cursed by ropey, indistinct graphics. The size of the puck in relation to the players is accurate enough, but it often makes it difficult to see who's in possession. It sticks like glue to the player's stick, but this isn't such a bad thing — increased inertia makes the *Kick Off* approach impossible.

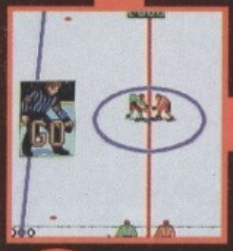
Not enough stick

The rules of ice hockey are well catered for (as far as I can tell anyway — I never could get the hang of 'em), but the fighting horrendously underrepresented. With scraps breaking out in almost every match, you'd think this aspect of the sport would be well covered in the computer version, but no — all you get is a static screen showing two oxen with hormone problems slugging it out.

The management option is pretty cool, allowing you to train players, pick teams and all the usual odds and ends associated with the genre, but this doesn't stop the game as a whole being a little flat and tame. It's difficult to put your finger on exactly where it went wrong, but it just hasn't got that ooomph, that *je ne sais quoi*, that just-one-more-go thrillability that separates the excellent from the workmanlike. A very average offering, but no disaster.

> "The management option is pretty cool"

Ian!







Phil! Having played *EA Ice Hockey* on the Mega Drive (spit!), I know how well the sport can be translated to computer. We're still waiting to see if Electronic Arts convert their masterpiece to the Amiga, and in the meantime we'll have to make do with *Face-Off*. Let's face it, it isn't that cool. The players don't have the considerable inertia you'd expect on ice (ie they can turn round too quickly) and the game is too slow-paced to have the impact of the real sport — especially with the limp sound FX. Having said that it doesn't play too badly, despite the lack of a proper passing game.

amiga FORCE Rating! 58

A mediocre conversion of the sport — not too bad on budget.

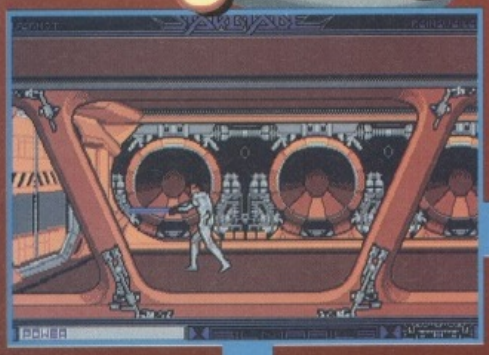
Budget! Budget bargains!

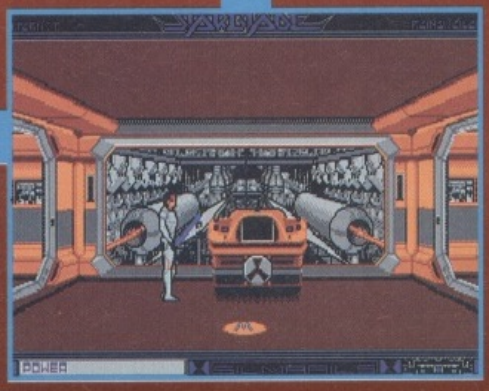
Ian!

■ Oh dear. Oh deary-dear dear. As disasters go, this game's on a par with the sinking of the Titanic or the 1906 San Francisco earthquake.

I don't know what the main character's got against running, but he crosses the screen like a particularly lethargic snail. This is annoying at the best of times, but fatal when faced with a baddie. They rip along far faster than you, so if you're armed with the laser sword you take basketloads of blows while getting into slashing range, only to see him run across the screen and blast you again. The map's pretty disorientating too — leaving a room by the door at the north end of the room is no guarantee you'll enter the next from the south.

All in all, the less said about this game the better (so I'll shut up). ■





■ **You wouldn't believe the time it takes to get from one side of the screen to the other... YAWN!**

STARBLADE

■ Games Worth Playing, £9.99

All's not looking well for Earth. The year is 3001 and the only humans left on the whole planet have been made to live in small colonies due to the onslaught of the dreaded Insectile Cephalhydras.

A final attempt is made to recover lost data scattered over many planets by the now assassinated Professor Julius Gordon. When the information is put together, it will reveal the secret location of the evil Genolyn, the Cephalhydran Queen. When this is discovered, the remaining few humans on Earth can rid themselves of their evil captors.

Fading star

To get into the game properly, you'll need to go through the manual with a fine-toothed comb. The main object of the game is to travel to each planet and search for a data disk whilst avoiding the nasties encountered on the way. However, there}s a lot of object manipulation and fiddling with computer terminals.

> **"The hero is very sluggishly animated"**

Unless you're well into stratagy games — enough to spend hours a day playing them — *Starblade* isn't go to be your cup of tea. Although graphically the backdrops are well-detailed (if a little repetitive), the hero is very sluggishly animated, sort of sliding his legs along the floor. And you have to watch him traipsing around room after flickscreen room before you actually reach an enemy on a planet. It's only then that the real action begins — but the simple laser sword combat isn't really worth the effort of getting there.

Rob!

■ Look in all the cupboards to find weapons and useful items. ■



Tip time!

amiga FORCE Rating! 23

■ **This blade's so blunt it couldn't cut through whipped cream, never mind butter.**

ROD

■ Kixx, £9.99

If you want cute, here it is in the return of *Rodland*, one of the cutest and most colourful platform games I've played since the mighty *Rainbow Islands*.

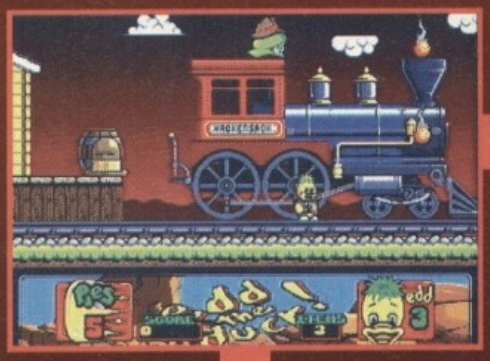
The story tells of the lovable Tam and Rit who inhabit the happy fairy village. And they both live happily ever after, or they would have if all their friends in the village hadn't suddenly turned nasty. The turncoat pals have captured Tam and Rit's dear mum and locked her in Maboot's Tower.

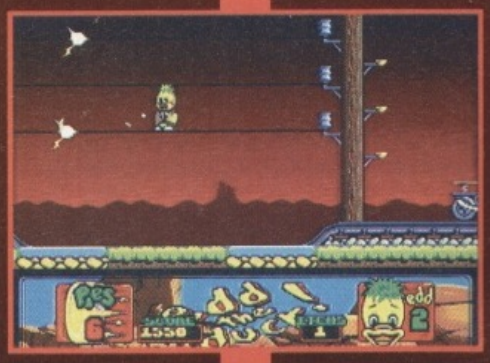
> **"real p**

After inheriting the Rods of Sheesanomo from an elder of the village, the angry siblings set off to the dreaded tower, knocking all the nasties on the head with their rods. But of course it's not as easy as that...

Well-'ard fairies

One or two players control the fairies in no less than 40 levels full of head-bopping action. Depending on how you hit the nasties, you receive various special weapons. To help you get around the many platforms, you can either use







DLAND

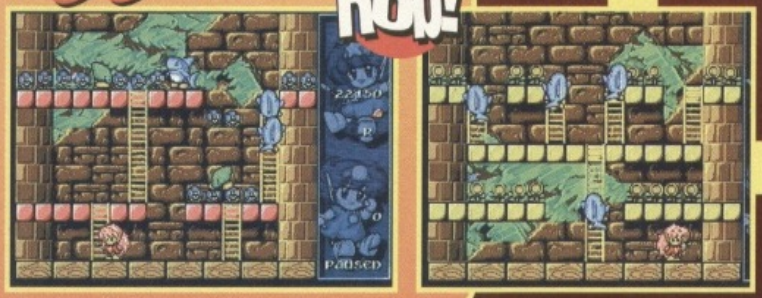
amiga FORCE Have! Budget!

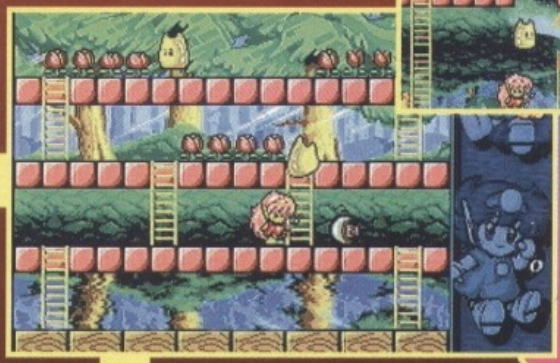
the existing ladders or build a few of your own to enable you get to the nasties and collect all the bonus flowers.

The presentation on this game is excellent, the cute and colourful graphics making it a real joy to look at. It's even more fun to play, with well-designed levels requiring quick reactions and good tactics to succeed. Although you only have a mere three lives, the game has enough lastability to keep you coming back for more — especially in the fun two-player mode.

"joy to my"

Rob!







■ Now that's what I call an arcade conversion — *Rodland* is silky-smooth, as colourful as James's language when he concedes a goal in *Sensible* and is generally as playable as a very playable thing.

The designers wisely cut it into bite-sized sections, making it huge but by no means sprawling. Each level is a self-contained challenge. The difficulty curve's spot on too.

'So cute', screamed the original ad, 'you'll puke'. All I can say is... BLEUGH! Now I've got that out of my system, I'm off for another game... ■

Ian!

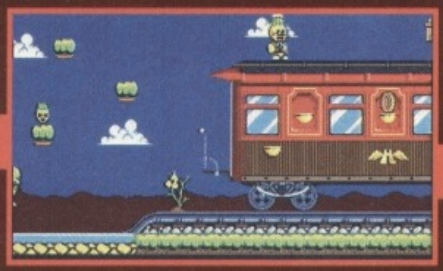
Tip time!

■ Build lots of new ladders and collect the flowers — get the lot and you enter a bonus game. ■

amiga FORCE Rating!

■ A cracking arcade conversion that's even more fun with a friend.

90



Phil!

■ Oh no, not another duff platform game. There's nothing wrong with the genre in principle (I really love *Superfrog*) but games like this give it a bad name. Looking incredibly dated, *Edd 2* is so frustrating. It's extremely difficult to find a safe way past all the fast-moving hazards, and the slightest mistake nearly always results in a dead duck. It's enough to give you an Edd-ache! ■

■ Save those precious custard pies, the next load could be quite far away. ■

Tip time!



EDD THE DUCK 2

■ Zeppelin Platinum, £9.99

Now launched into international stardom, Edd The Duck returns with another whacky platform game filled with mirth and mayhem. This time, our feathered hero travels to the infamous Dodge City for some gun-totin' action — even if he is only armed with custard pies.

Basically you have to guide Edd through many tricky levels in which he'll come up against some very nasty foes, which include rolling barrels, jumping fish and various tricky obstacles. Edd is armed only with the skill of quick manoeuvre and the added bonus of splatting the enemy with his trusty custards.

"Look out for the odd secret room"

Duck and dive

On his travels, Edd can pick-up various goodies to make life a tad easier. One of the most useful items is the invulnerability shield that protects him from danger — but only for a limited time. There are extra custard pies to pick up, as well as handy bonus lives. And throughout the levels, look out for the odd secret room bearing all manner of goodies.

Visually the game's fairly attractive with plenty of colour and detail on the backgrounds and main sprites. The real problem is that the gameplay is slow and very bland: mainly just simple platform jumping. Controlling Edd soon becomes annoying as he's often very unresponsive.

Edd may be a megastar on Children's BBC, but this game is more of a turkey than a duck.

Rob!

■ This game's enough to drive you quackers. Edd walks like Andy Peters still has his hand up his backside!



amiga FORCE Rating!

■ This platform game's so frustrating it'll drive you quackers!

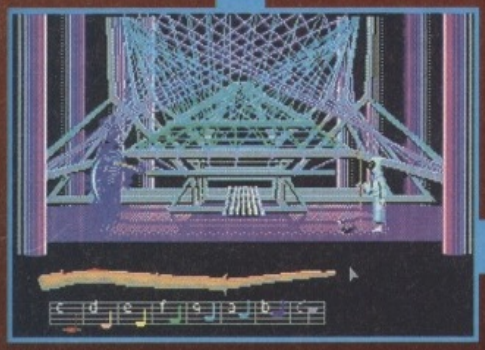
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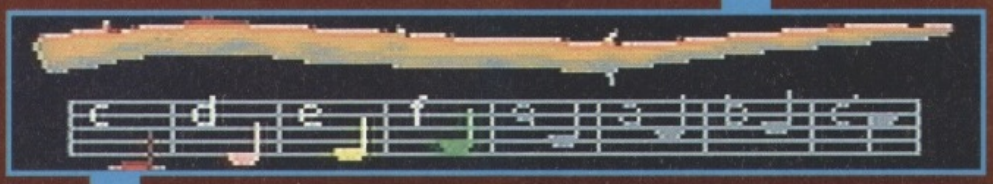
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THE DISTAFF

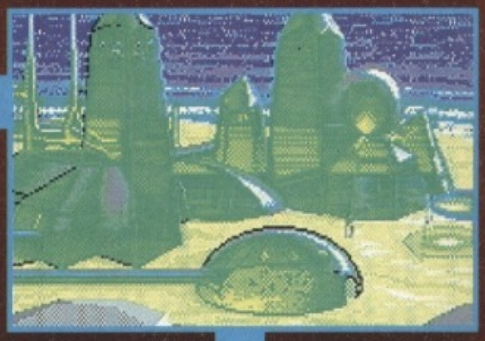
■ The thing a weaver values most of all is his distaff, the key to the magical power of the Guild of Weavers. With this staff the weaver can 'weave' musical notes into spells.

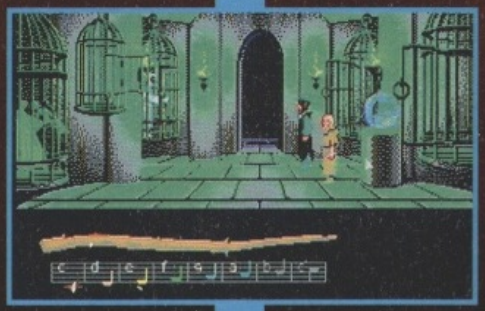
Bobbin starts the game with only two notes to his name, learning more as he progresses. The spells are part of the fabric of nature (life's rich tapestry, so to speak) and to learn them the weaver must listen to nature's songs, echoing the notes to weave the spell.

Despite what the manual suggests, the spell system isn't a 'roleplaying element'. In an RPG, power's gained through experience rather than performing set actions, experience being built up through nonlinear combat and problem-solving. In *Loom*, although your character gains power as he progresses, he does so by collecting specific spells and notes at particular points in the game: a bit like picking up objects. For all its originality *Loom* is a pure adventure, so why not be proud of it?

■ **Wee Bobbin Threadbare runs through the town, Upstairs downstairs in his dressing gown...**







LOOM

■ Kixx XL, £16.99

Long ago, when the dragons ruled the twilight sky, the Great Guilds formed the backbone of society. The Blacksmith's Guild dealt with all things metallic, their sharpening skills second to none. Among the Glassmakers' works were crystal stones that could see into the future, and the Clerics' Guild controlled more spiritual matters.

Most interesting of all were the Weavers, a Guild so skilled in cloth-making that they transcended mere physical materials and spun the threads of the fabric of life itself. Using their magical, mystical Distaffs they could weave a series of notes into potent magical spells — young Bobbin Threadbare is such a man, and he's a man with a mission!

By now you've all spotted the game's major flaw — let's face it, the graphics are crap! *Loom*-creators LucasFilm have since become famous for their excellent visuals with the likes of *Monkey Island* and the Indiana Jones games, but this early outing (1990 to be exact) looks really drab and dated.

What you can't tell from the screenshots, however, is just how gut-grindingly good the story line is — playing *Loom* is like reading a novel you can't put down. Starting with a specific objective and little idea of how to achieve it, as the tale unfolds you gradually uncover a sinister plot to... I'm not going to spoil it for you, but rest assured you're in for a right riveting ride.

> **"You're in for a right riveting ride"**

A good yarn

Like many games with strong scenarios and gripping plots, *Loom* is very linear in nature. Not that this is a bad thing — freedom of movement is limited, but always in a logical, unobtrusive way unlike, say, *Fascination* which often stopped you leaving locations when there was no reason why you shouldn't. The downside of this is the time spent watching noninteractive animations, especially towards the end. Like the rest of the game they're not particularly exciting in the visual department, but they're essential to the story line, which is far too strong for them to get boring.

Loom isn't a particularly difficult adventure, though it'd be unfair to mark it down for this — it's ideal for those who can't solve two Infocom games before breakfast. Rather more worrying is the shocking price tag. Seventeen quid for a three-year-old game consisting of three disks and very little packaging is a bit steep.

So how would you sum it up in one trite sentence? How about 'a brilliantly conceived game with an exciting and original story line, but let down by dated visuals and a weighty price tag'? Yep, that sounds about right.

Ian!

Tip time!

■ When reloading a saved game, don't anticipate a spell won after saving — you'll know the code, but be unable to use the spell. ■

amiga FORCE Rating!

76

■ **A well-designed adventure with an intricately woven plot**

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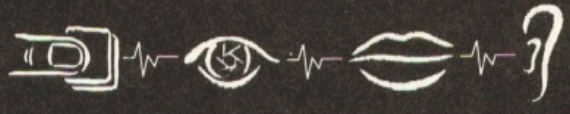
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Letters! FORCE nine mail

As usual, the sender of Force 9 Mail's best letter wins a year's subscription to AMIGA FORCE, so keep on sending your missives. Our thanks go to the readers who sent their artistic masterpieces in — some more *Deluxe Paint* pics would be appreciated too.

GAMMY GAMES

Dear Phil
Could I just start by saying what a fab mag you run? It's great, packed full of luvly jubly reviews, cheats, and letters and all sorts of really gorgeously nice, smashing articles, that are of a real interest to a fun-loving little smasher like myself.

But now let's get down to the nitty of the gritty on things, shall we? Why do companies persist on producing crap games that show the Amiga as an overpriced Spectrum? For example, in your latest exotically delicious issue (no 7) , there's a game called *4th & Inches* — what a diabolical game. Although on a nice budget price, from that all-time kicker of a company The Hit Squad, who in their right mind would buy such dribbly squat? I just hope ST users etc, didn't pick up a copy off this generally underpriced mag and see it. I just couldn't lift my head again, knowing somebody with an ST could wipe this under my nose.

How embarrassing for us Amiga owners. Yet in the same issue — on the same label — you have a little corker, *Lotus Turbo Challenge 2*. What a little sizzly jobber this is. Super, smashing great. But it does prove my point, doesn't it?

Why do these so-called software companies underdevelop and overprice crud games that to me just seem like very expensive formatted blank disks!. Just look at the standard of some software being produced today. If you need an example just look at the review for *Flashback* in Issue 7. What a little darling this is! Pretty colours and nice little sounds, playing it just makes you want to walk into the garden and smell the flow flows.

Thank you for your time. I know I'm a little moaner, but I know they're capable of better — some companies are just trying to make a quick spondouly or two.

Christopher Stephens, Cheltenham, Glos

■ Ah, the scourge of crap software is everywhere, Christopher. I remember the heyday of the Spectrum and there was just as much rubbish about then (if not more) than there is now! Every format has its fair share of turkeys, including the consoles — have you seen some of those naff football games? It's not always that people are out to make a fast buck, though: sometimes what seems like a good idea for a game just doesn't work out. More often, games are rushed out for a Christmas release. Thankfully, in the last respect, most software companies have realised the error of their ways and started planning their big yuletide titles much earlier — the games are sometimes finished months before their release!

But there are still some right old turkeys trotted out throughout the year. The only way to avoid them is to keep reading AMIGA FORCE. In fact, if all games were brilliant perhaps there'd be no need for magazine reviews. So in a way, A-FORCE owes its existence to naff games!

Phil

I CHALLENGE YOU

Dear Sensible Soccer
I've read the World Cup you did in Issue 6 and I think I could beat any of you with ease. I play *Sensible Soccer* every night and I get better every time. So I am writing to say, next time you have a tournament invite me or I'll think that you are chicken!!!

Also, this year at my school (St Bedes RCHS) it was fund day and someone brought in their Amiga and we had a competition. 20 people from first to fifth year were allowed to play. At first we were all in a league, playing two games each. The first 16 went through and I came second, winning both my games 4–1 and 3–0. The person who was first (Phillip Cassidy) was meant to be the best player at *Sensible Soccer v1.1*. Then it went into a cup draw. In the first round I played Newcastle Utd and I won 6–2. In the second round I had FC Porto which I also beat 6–2. I went on to beat Chelsea 2–0. In the semi-

VIRUS CURE

Dear all at A-FORCE
In reply to Simon Cottle's letter (Issue 7) regarding non-DOS disks, I had a similar problem several months ago. In my case, and this is very similar, it was caused by a disk infected with a virus called the LAMER EXTERMINATOR. This is thankfully very easy to remove. Get a decent virus killer from a PD house (I find *Virus Checker* by John Veldthuis indispensable). When it checks a disk it tells you if it's found a virus and asks you if you want it removed. It does this by rewriting the boot block on the disk, wiping out the virus. I have done this with over 30 disks (viruses spread VERY quickly!!) and all have worked afterwards.

amiga FORCE Letter Save!

PLUS OR MINUS

Dear Phil
Firstly I would like to congratulate you on your excellent mag (how many times have you read that before?). And how pleased I am that you kept the price down by not including useless coverdisks that are only any use for formatting and saving *Deluxe Paint* pictures onto.

Now I would like to say WHY? 'Why?' I hear you ask. Here's why. For ages I bugged my parents into getting me an Amiga but they said, 'There will be a new one out soon and then you'll want that.' So I waited and the A600 appeared. After reading all about it I decided to get an A500+, as I had read about the problems with the numeric keypad. So my parents bought me one — I had told them that I didn't think much of the new one.

I was quite happy playing *Zool* and *Pinball Dreams* and then disaster struck... only a few months later came the A1200, gosh what a machine. After doing some investigations I soon found that all my games worked on the far superior 1200, and I thought, 'I wish I had got one of them.' So I told my mother, who gave the reply, 'I told you to wait a bit longer!' Then I thought, 'Why not sell my 500 and buy one?' But after flicking through Issue 7 of AMIGA FORCE I found that Silica had reduced the price by £100 so my machine would only sell for £180 at the most (with *Zool*, *Pinball Dreams*, *Striker*, *Transwrite*, *D Paint III* and *Workbench 2.04*) which means an extra £219 for a 1200. So why?

Why did Commodore bother with the 600? Without this I would be a happier person, and I'm sure plenty of others would too.

Next I would like to say something about these cheat cards. They look nice but why do they take up so much space? If they were just typed you could have space for the larger reviews of decent games (although they would not look as good), and what idiot cuts up perfectly good magazines anyway?

One last thing, why are *Lords Of Midnight* and *Doomdark's Revenge* not out for the Amiga? Why doesn't Mr Singleton get up and convert these ageing classics? I would buy at least two copies of each!

James McGlade, Cleveland

■ Commodore's marketing policy has always been a mystery, even to industry pundits. The A500+ was a particularly good example of this, which had only been on sale a few weeks when the A600 appeared

final, I was up against Sampdoria. Phillip Cassidy had Man Utd. We both won our games 3–1 and 1–0, so that meant I had to meet the 'best'. It was a very close game, but I came out the winner, 3–2. So that meant I was the champ, that was part one.

Part two was as followed. We did all that over again, but without me because the winner of the second cup would play me in the Grand Final. The person who met me was Phillip Cassidy, hoping for revenge, but this time I was in a good mood and stuffed him 4–0.

So, please invite me to the next tournament you have. Please, I would be grateful!!

Here's a profile of me:

NAME: Harry D A Camilleri
AGE: 13 (14 on Sept 27)
OCCUPATION: Student
HOBBIES: Play football for school and a Sunday league team, collect autographs and badges.
Harry Camilleri, Blackpool

■ Good to hear of your soccer success, Harry. If we ever have another *Sensible* challenge, we'll probably ask everyone to send in their greatest goals again — the fairest way of deciding who the best players are. So keep practising and saving replays of your most spectacular goals.

Trouble is, I've somewhat lost my knack since the last challenge! This is solely due to playing *Goal!* a lot. When I go to play *Sensible*, I instinctively keep trying to trap the ball and chip it etc. Oh well, maybe we could have a *Goal!* challenge too?

Phil



In reply to Simon's second query, I have recently compiled a cheats disk with over 700 cheats, codes, tips and hints etc. He and any other readers can buy this for £2 if they send me a disk and a SAE. For more facts phone (0925) 820 237 (evenings).

Mark Beecham, Warrington, Cheshire

600 REASONS

Dear Phil

I hope to buy an Amiga in the future but need some important questions answering, so I thought I'd write to the wise one. Here goes:

1. Why should I get an A600 and not a 500? I think it's to do with the future hardware compatibility, but I'm not sure.
2. Why does the Action Replay not fit the A600, and are there any other devices (or programs) which can perform similar functions?
3. If I leave my '64 behind, I'll want to make sure I can get certain titles on the A600. Are the following available on the Amiga: *The Sentinel*, *Tetris*?
4. Do any Amiga software libraries exist or are they all now extinct because of piracy laws?
5. CD-ROM — is there a device which can connect your Amiga to a hi-fi CD player, so that your hi-fi can do the CD paying rather than a specific ROM 'drive'?
6. Finally, bearing in mind that, as well as games, I shall want to use an Amiga for word processing (and perhaps landscape animation), is a 2Mb expansion *really* necessary? Is a hard drive necessary for such use?

On a final note (but without wanting to sound a creep), congratulations on your success. It's good to see a quality Amiga read which follows in the footsteps of CRASH and ZZAP! 64. A mag which responds to readers' views, is visually attractive and easy and interesting to read deserves such success.

Andrew Vevers, Alwoodley, Leeds

■ 1. The only real improvement on the A600 is the enhanced *Workbench 2.0*, which makes it better for using serious utilities. However, there's even a PD *Workbench 2.0 Emulator* to have these advantages on the A500 — although admittedly it won't work with every program. The A600's most serious deficiency is the lack of a keypad, which makes playing some early flight sims (*Airbus 320*, *F-19* etc) awkward or impossible. As to hardware compatibility, there are far more devices compatible with the 500 than the 600!

2. As the A600 lacks the 500's side expansion port, there is nowhere to plug in the Action Replay. Furthermore, Datel have informed us it is impossible to use any of the other ports, so there will never be an A600 Action Replay. Sadly there are no similar devices either, and most of the Replay's functions (eg the freezing of games and poke-finding) need the hardware and would be impossible to implement with software alone.

3. *The Sentinel* was released on the Amiga by Firebird, but is now hard to find. As for *Tetris*, the official version wasn't much cop, but there are plenty of excellent Public Domain versions — the best two are *Teteren* and *Super Twintris*.

4. You'll be hard-pushed to find an Amiga software library since the tightening up of the copyright laws.

5. No. For CD-ROM, the computer must be able to tell the CD's laser head exactly where to go to access the relevant information — this is not possible with a normal CD player.

6. For word processing, you'd get by with just a normal machine and floppy disks. However, landscape animation requires huge amounts of memory, so 2Mb and a hard drive would be recommended.

Phil

DOG TIRED!

Dear Phil

I don't know if you've heard of dogs liking computer games before, but mine does. His name's Jobber, and every time me and my two brothers load up our favourite game, *Sensible Soccer*, he starts howling. Apart from the neighbours complaining, it really puts us off our game too. I've tried banning Jobber from my bedroom, but he's such a lovable mutt (most of the time) I can't bear to hear him scratching and whining outside the door. It's funny as he never makes a noise when we play other games, it's just *Sensible Soccer*. Every time the music comes on, he starts howling — and carries on for ages. Whatever can we do?

Jake Dyer, Northampton

■ Sorry about your little problem, Jake. I've heard of dogs howling at the start of TV programmes before, but never computer games. From what I remember it has something to do with the family gathering round the telly to watch a certain show, eg Eastenders. The dog recognises the theme music and instinctively 'calls' the rest of the family to watch! This is probably what's happening with your Jobber (funny name!). It sounds as though you play *Sensible* a lot, and he obviously recognises the theme tune. I suggest turning the sound down before you start playing. If this doesn't work, go and see a vet!

Do any other readers have game-loving pets? — please let us know.

Phil

at a reduced price. But the A1200 was a different matter: to ensure mass appeal to gamers, this 32-bit wonder had to be released at an affordable price. I know it's a bit annoying, but it's a perennial problem when buying hardware: Sod's law dictates that the prices will always be slashed the week after you bought your new machine!

On the subject of A-FORCE cheat cards, they have more fans than critics so they're staying — anyway they're smaller now.

As for Mike Singleton, you make it sound as if he couldn't be bothered to convert his old 8-bit classics. The truth is he's always hard at work on new projects. Asking him to drop these to convert his earlier games would be like asking Steven Spielberg to do a remake of *ET*!

The good news (yes, there is some) is that your letter earns you a subscription to A-FORCE. I hope that's some consolation for all your woes.

Phil



■ Ha ha ha! The soppy hedgehog with the blue rinse gets his come-uppance. But where's Dizzy going to stick that brand on Tails? Come to think of it, who sent this pic in?!

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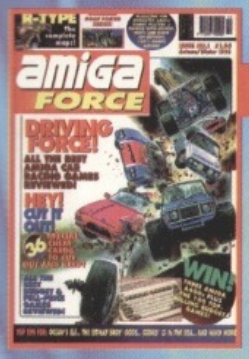
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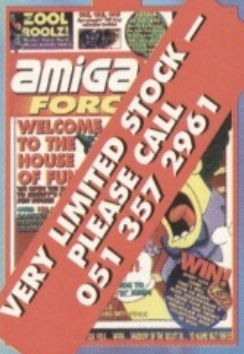
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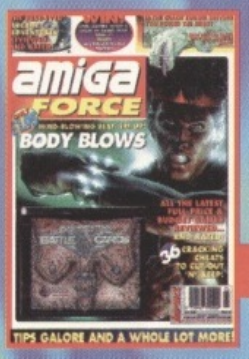
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Going

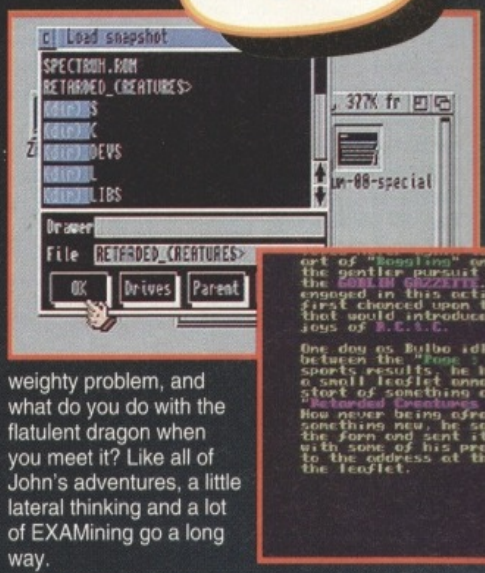
RETARDED CREATURES AND CAVERNS

Zenobi Software (Licenceware)

The first of Zenobi's many promised Spectrum 'conversions', *RC&C* is actually a *Quilled* game operating from the original Speccy code using the emulator supplied on the same disk.

Set in a fantasy world created by Zenobi supremo, John 'The Balrog' Wilson, those who dare to venture forth should be prepared for the unexpected — in a Wilson outing, ANYTHING can happen.

Unlike most text adventures, you won't need to make a map — there are only half a dozen or so locations, but every one of them is cram-packed with puzzles, all of which drip with Balrog's unique brand of humour. Getting into the castle is a weighty problem, and what do you do with the flatulent dragon when you meet it? Like all of John's adventures, a little lateral thinking and a lot of EXAMining go a long way.

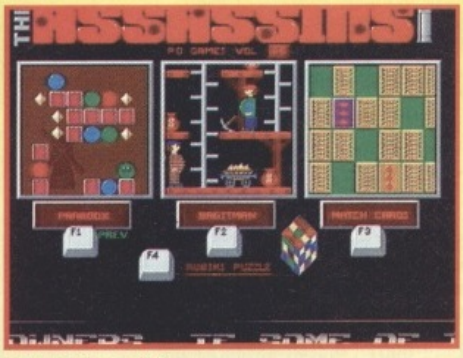


The game suffers little under emulation. Being text-only it runs only slightly slower than the Spectrum original, and you can save game

ASSASSINS #85

Roberta Smith DTP (PD)

The Assassins are back with... with... with another PD games collection (anyone surprised?). Four games, waffle waffle, no common theme, dribble dribble... let's just play 'em, eh?



PARADOX

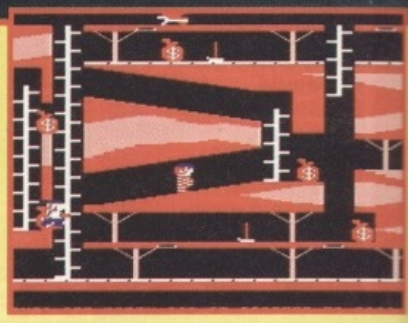
An eight-level demo of a forthcoming *AMOS* puzzler. Push a load of coloured balls around a single screen, matching pairs to make them disappear. On later levels health hazards are caused by more than just the time limit — beware of electric currents, crushers, etc.

Paradox is a fun game. The movement's a little jerky, but it doesn't demand precision control anyway. Far more worrying is the lack of level codes — if they're not in the final version, you'll get very bored very quickly on the early levels. Worth a look though.

BAGITMAN

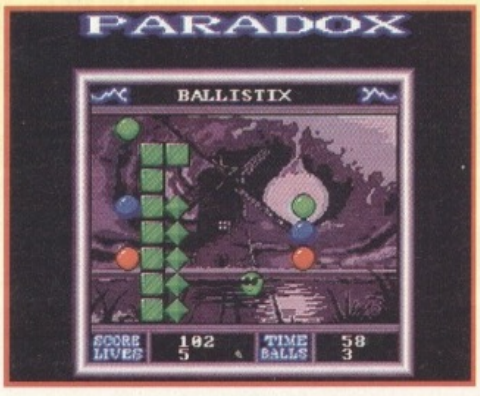
This is where PD really comes into its own. No-one in their right mind would fork out commercial prices for a conversion of this ancient C64 game, but as a PD release it's great!





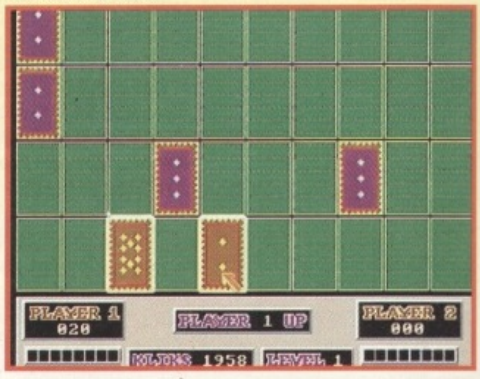
The aim of the game is to collect the money bags, put them into the wheelbarrow and move on to the next (flick)screen. Patrolling guards hinder your progress from the word go, and as the game progresses more hazards are added.

Don't let anyone tell you all 8-bit games from the 1980s were ace 'coz the designers couldn't hide crap gameplay behind flash graphics — there was a lot of garbage around then, just as there is now. *Bagitman*, however, was a cool offering. Okay, the souped-up graphics are still pretty naff, and maybe it *is* just a poor man's *Donkey Kong*, but it's F-U-N!



MATCH CARDS

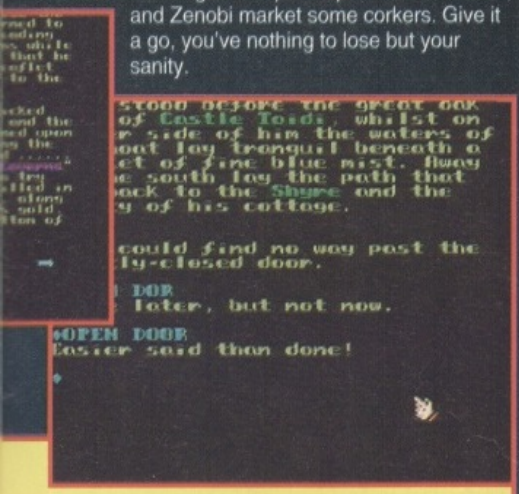
This, on the other hand, is appalling. A simple turn-two-cards-and-see-if-they-match memory test, this genre competes with the *Breakout* clone for the seen-it-all-before award for the most overdone PD game ever. This particular offering wouldn't win any prizes for quality either. The graphics are awful, the subject matter boring (badly drawn playing cards? Come on, what's wrong with using some interesting images?), and the game as a whole's a complete waste of disk space. Completely naff.



Public!

positions by snapshotting the entire program to the game disk (remember to make a backup). There's enough room on the disk for nine positions, and if you run out you can always delete older files.

At £2.49 a throw the Zenobi Spectrum/Amiga range is well worth a look. Some of the best adventures ever (and certainly the best ever adventure-writing utilities) are Spectrum-dedicated, and Zenobi market some corkers. Give it a go, you've nothing to lose but your sanity.

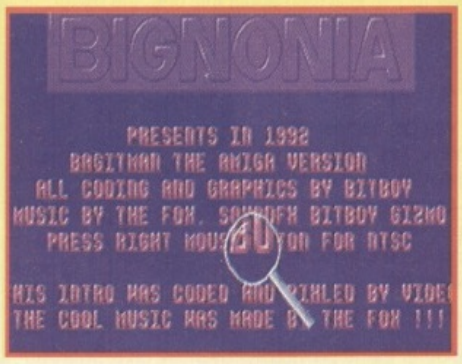


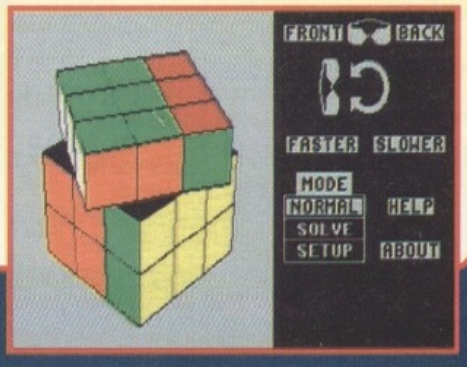
RUBIK'S PUZZLE

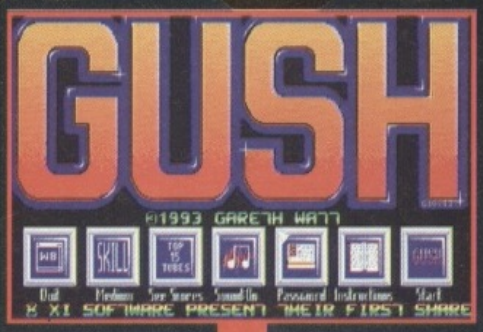
Paint the on-screen cube the same colours as your own, hit a button, and the program solves it for you… honest!

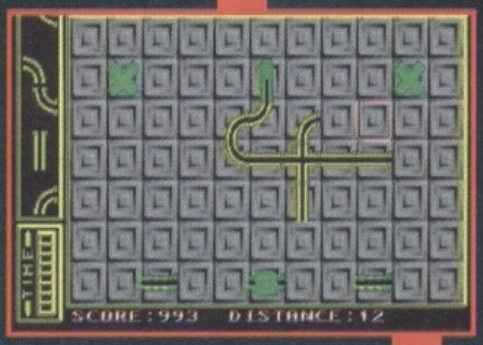
It's slow and the graphics aren't brilliant, but the mathematics involved in writing such a program must be horrendous. Full marks to the programmer, he's worked a minor miracle, but I can't see many peeps actually using it.

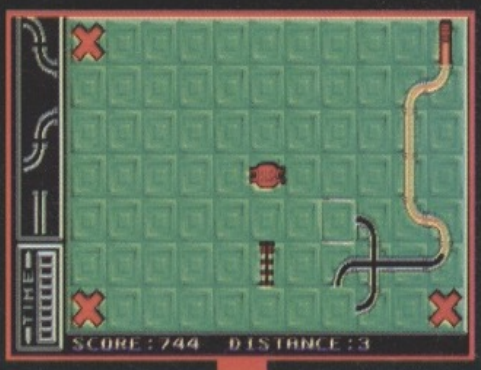
Get this collection for *Bagitman*. It's the only decent program on offer, but for ageing nostalgia buffs it's money in the bank.











GUSH

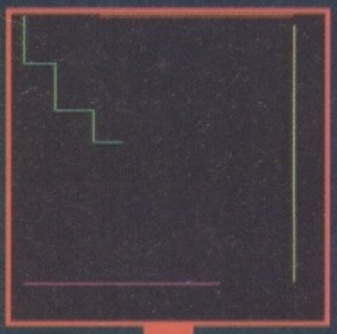
■ Artman PD (Licenceware)

Another PD 'tribute' to a classic puzzler, *Gush* is a bladder-bustingly brilliant *Pipe Mania* clone. (Those who've played *Pipe Mania* can skip this next paragraph, and rejoin after I've told the folks who've just come out of cryogenic suspension what it's all about.)

As head honcho in a sewage works, your task is to lay pipes from the sewage source to, erm, nowhere in particular. You need to channel the ooze, which appears after a set time limit, through a given number of pipe pieces to complete the level. Positioned pipes that aren't filled score against you.

(Welcome back, 99.9% of our readers.) *Gush* is excellent — although programmed in *AMOS*, it runs (no pun intended) at a fair old rate. Skill levels and passcodes are catered for and, unlike the Licenceware game *Willie's Water Works*, you don't have to watch a long and boring intro before playing.

The official version of *Pipe Mania* is now redundant — grab *Gush* before it's banned!





RELAYER

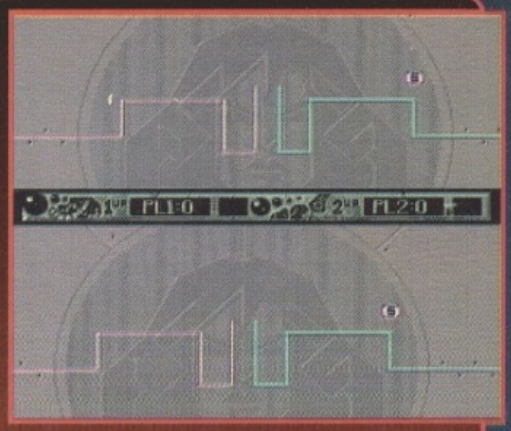
■ Wack PD (Shareware)

Another conversion of an oldie-but-goodie arcade opus, this time it's *Tron Light Cycles* that gets the PD treatment. The disk actually contains two games, the eponymous *Relayer*, and the rather more obviously named *Light Cycles*.

The latter game is more-or-less arcade-perfect and caters for one to four players. Battle commences on a single screen set against a black background. Contestants can turn their 'cycles' (points of light which leave trails in their wake) through 90°, the aim of the game being to force your opponents to slam into your trail.

The updated version *Relayer* uses a similar approach, but now there's only two cycles to battle it out on a scrolling screen, split along the middle to allow both to be viewed at once. On-screen oddities such as barriers and islands get in your way, though there are collectable power-ups to compensate.

Relayer's a neat enough game. The inclusion of the arcade version is an inspired move, as is bunging in a one-player mode (hurrah!). I just wish the computer would make a mistake a bit more often: it echoes your moves to the last pixel, waiting for you to foul up — and you will! Don't get me wrong, it's still fun (especially in multi-player mode), but a more manageable computer opponent would make it wilder still.



Public Domain!

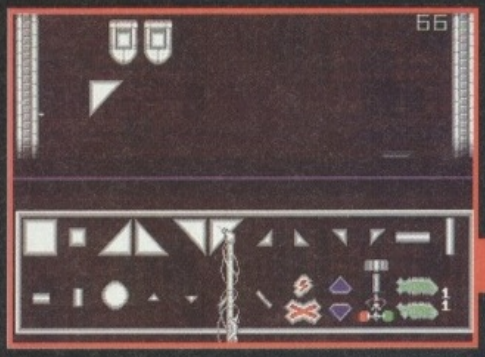
X-BALLS

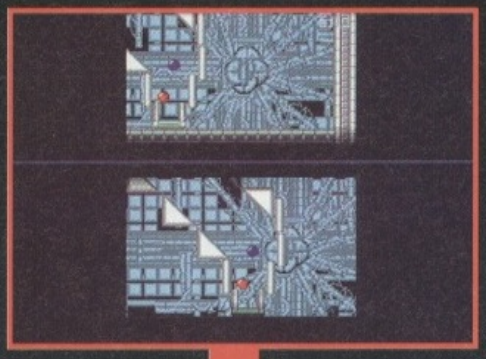
■ Wack PD (PD)

Now this is more like it — *X-Balls* is a great little PD puzzler, and a right thrilling head-scratcher to boot!

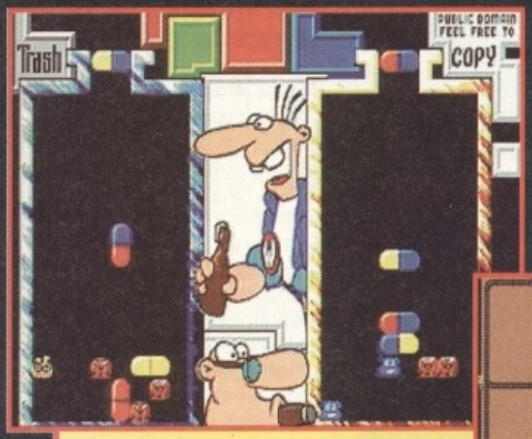
Inspired by the popular puzzler *Bill's Tomato Game*, *X-Balls* uses a cybernetic rather than a fruity theme. The aim of the game is to get two balls, one red, one blue, from their respective starting points to a single receptacle. You have no direct control over them — they just fall straight down. It's up to you to manipulate their environment using the various barriers and hardware on offer, leading them into the cup. For example, a blower blows them off course. To make things worse, they behave differently — the red one's heavier and more cumbersome, but the lighter blue ball bounces around more.

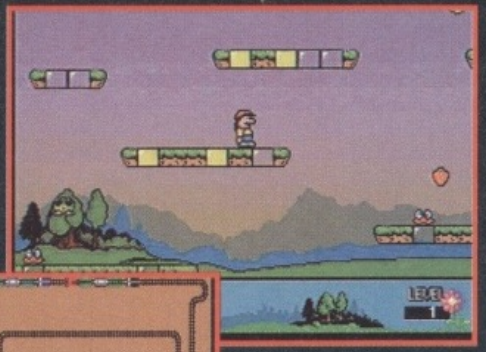
The levels aren't as well thought out as they might be — once you've sussed the easy way of getting the balls from A to B, you'll go a long way (and far further than you deserve). Even so, for less than a quid this one's a must for *Bill's* bashers (and everyone else, come to think of it).

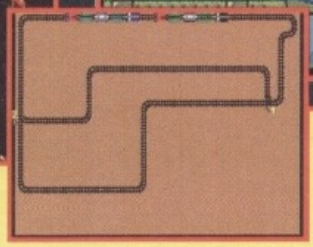




■ Oh no, another PD caption... I'm not doing one of those generic ones (PD, freely distributable, Shareware fees, etc), so I'll — ooh heck, I've run out of room now (you're fired — Ed).







ARTY PAK 2

■ Artman PD (PD)

Another PD compilation, this time featuring six games. I won't dwell on it as the better games have already been covered, but for those who don't read A-FORCE every month (shame on you!) here goes...

DR MARIO

A PD 'tribute' to a classic puzzler (again), this one has absolutely nothing to do with Mario at all (except the name, of course).

A blatant *Tetris/Columns* hybrid, you move the falling pills from left to right, rotating them at will. Using the pills you make a line of three similarly coloured pieces, preferably including a virus-thingie found at the bottom of the screen. This then disappears — clear all the viruses to beat the level.

Unlike the previously reviewed *Dr Mario* game (Issue 2, to be precise) this one supports two-player action, a bit like *Super Twintris*. Unfortunately it also supports a pathetic control system, demanding an 'up' or 'down' movement to rotate and 'fire' to drop a piece. Had this been the other way round, it'd be a 'must get'. As it stands, it's an unnecessary irritation.

DITHELL'S WONDERLAND

Being a demo game supplied with *AMOS Pro*, it's hardly surprising that *Dithell's Wonderland*'s a pretty neat achievement in the techie department. A colourful, well-designed platformer, your task is to run across the glass blocks scattered across the screen, turning them various colours as you go. Beware of the obligatory baddies.

Dithell's Wonderland has some neat touches, like the level map at the foot of the screen and the level editor for you to design your own. Alas, it also features some irritating joystick controls. They're not badly laid out like *Dr Mario*'s, but they're far from instinctive.

If you can stomach initial frustrations (like bouncing straight into a baddie you tried to jump over), the rewards are there. If you're an *AMOS* programmer, you could try to improve it too...

CRAZY SUE GOES ON

...and on ...and on. This PD platform saga will probably go on forever, but despite its obvious strengths, I can't say I'm a fan.

The graphics and animation are little short of amazing, better than some commercial releases, in fact. However, I'm not too keen on the design — it's bloody infuriating, and not particularly interesting. Oh well, *c'est la vie*...



TRAIN SIM SET

Design a rail track and guide a couple of trains over it. The less said about this one, the better.

GIRL ACTIONS



If you don't know what this is, say it quickly! As stated in Issue 1, it's not a perfect clone — specifically, it lacks animation and movement — nonetheless it's playable.

MISSILE COMMAND

Another game previously reviewed on a Dataclan disk, this is one of the best conversions of the arcade classic currently gracing the PD scene. If you haven't got it already, get it now.

Overall this isn't a bad compilation, but some of the better games are scuppered through sheer sloppiness. Worth a blast if you haven't got *Missile Command* or *Girl Actions*.



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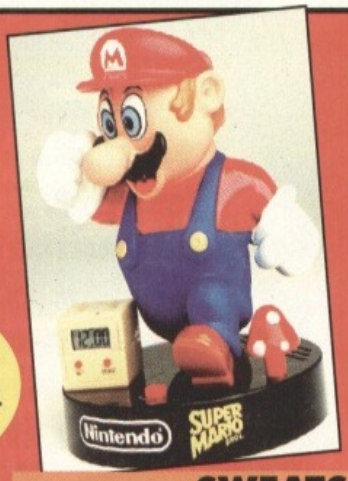
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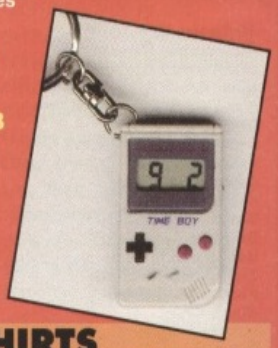
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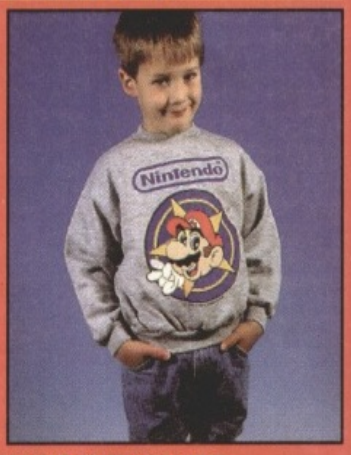


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SYNDI

TIPS FOR ALL!

It's the AMIGA FORCE Tips Section. This month we bring you our first load of tips on *Syndicate*, a great guide to *Gunship 2000*, maps for the *The Lost Vikings* and help with *Ishar 2*. There's also a whole loada pokes, cheats and readers' tips and solutions, plus the suicide salvation of the Lemmings Lifeline!

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Welcome to the Impact crime syndicate. You'll find it's like a warm and loving family, caring for its members. We even give you the lowdown on a couple of tricky missions. Get your cyborgs in there and don't worry about civilians getting caught in the crossfire — they're expendable.

TEAM TACTICS







Not being a combat mission, you don't need the full team. However, it's a good idea to send in at least two agents, so one can give covering fire while the other persuades and escorts the professor.

Obviously, you need the Persuadertron for this. Though the other gangsters only have pistols, there's a lot of them about so you may as well take a few Uzis and Mini-Guns along.

MONGOLIA



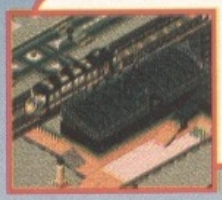
1 Use the car to enter the city.



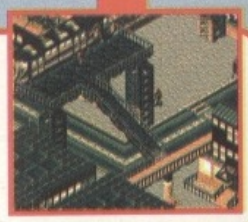
2 Get out of the car here, when the enemy agent approaches — if he blows up the car, your agents get fried. Shoot the agent and any police that open fire.



3 Drive or walk round to here and go up the ramp that leads to the upper city level.



4 Go to the monorail platform and wait for the train. When it arrives (it takes a while), get on it.



5 The train takes you to the southern sector of the city, where the target is. Get off at the platform.



6 There are loads of gangsters round here and it only takes one pot-shot to kill the professor when you bring him back this way. Therefore it's best to shoot all the gangsters who gather below or come along the walkway. A second agent comes in handy here, as you can pump up his drug levels and leave him here while your other agent fetches the professor.

ICATE

Playing Tips!

ALASKA

TEAM TACTICS

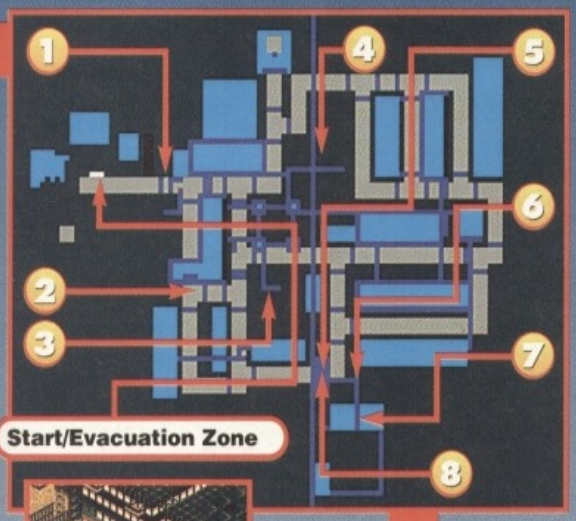




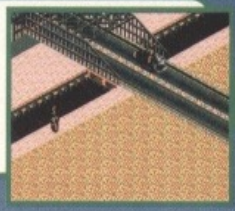




Three agents are recommended for this mission as you need to cover both exits while chasing the commander. Weaponry should include plenty of Mini-Guns to bump off guards from some distance — Long-Range rifles also come in useful for sniping at them from even further away. To destroy the two APCs, the mission brief recommends Time Bombs, but a Flamer will do the job just as well.



1 Get all agents in the car and drive to the main gate.

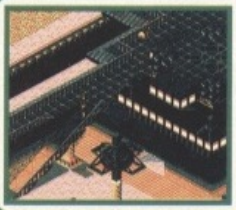




2 Send one man round to the left to cover the stairway, preventing the commander from escaping this way.

3 Drive the car into the fortress. When attacked get out and start shooting! Hopefully the commander (who looks like a male civilian) will be making a run for the main gate — sometimes in his car. Often, however, you have to go looking for him, so it's a good idea to leave one man covering the main gate.





4 Follow the commander (using the scanner) with one agent, picking off any guards with Mini-Gun or Long Range.

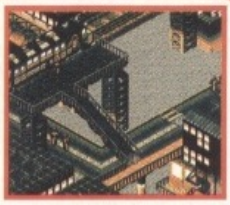
5 When the commander makes a run for it, shoot him like mad — if he makes his escape, your mission has failed.

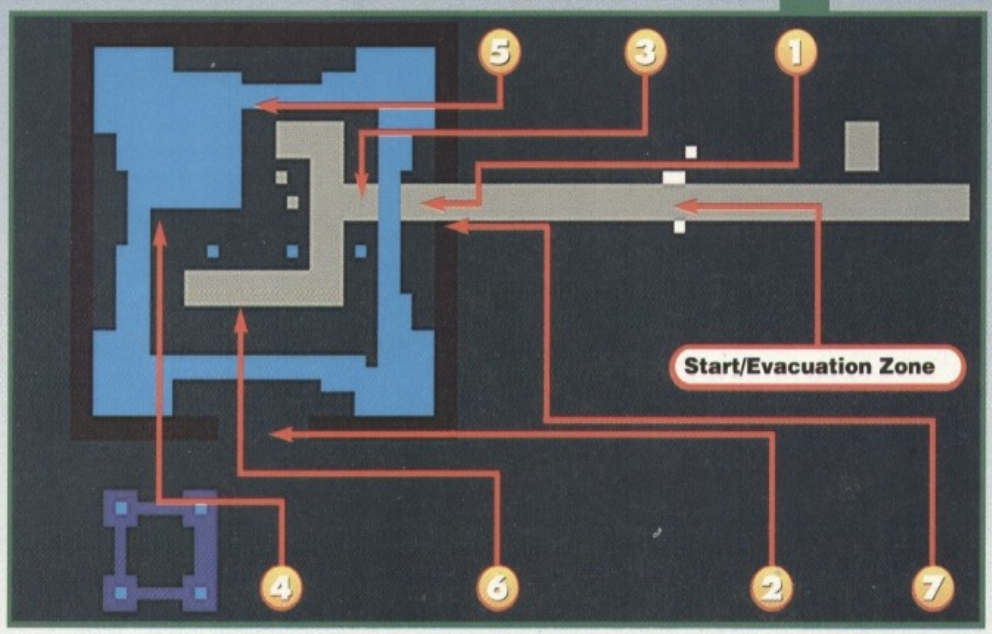




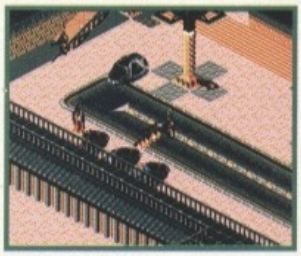
7 Enter the building with the professor in (as indicated by your scanner) and activate the Persuadertron to capture him.

8 Quickly escort the professor to the railway platform to catch the train. When you reach the other platform, simply head for the evacuation zone (where you started), the way you came, watching out for any gangsters along the way.

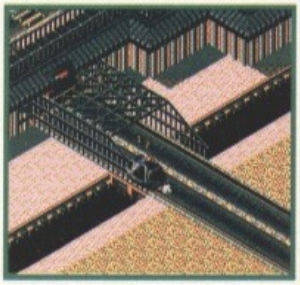




6 Destroy the two APCs with Time Bombs or Flamer, being extra careful not to damage the nearby ambulance.



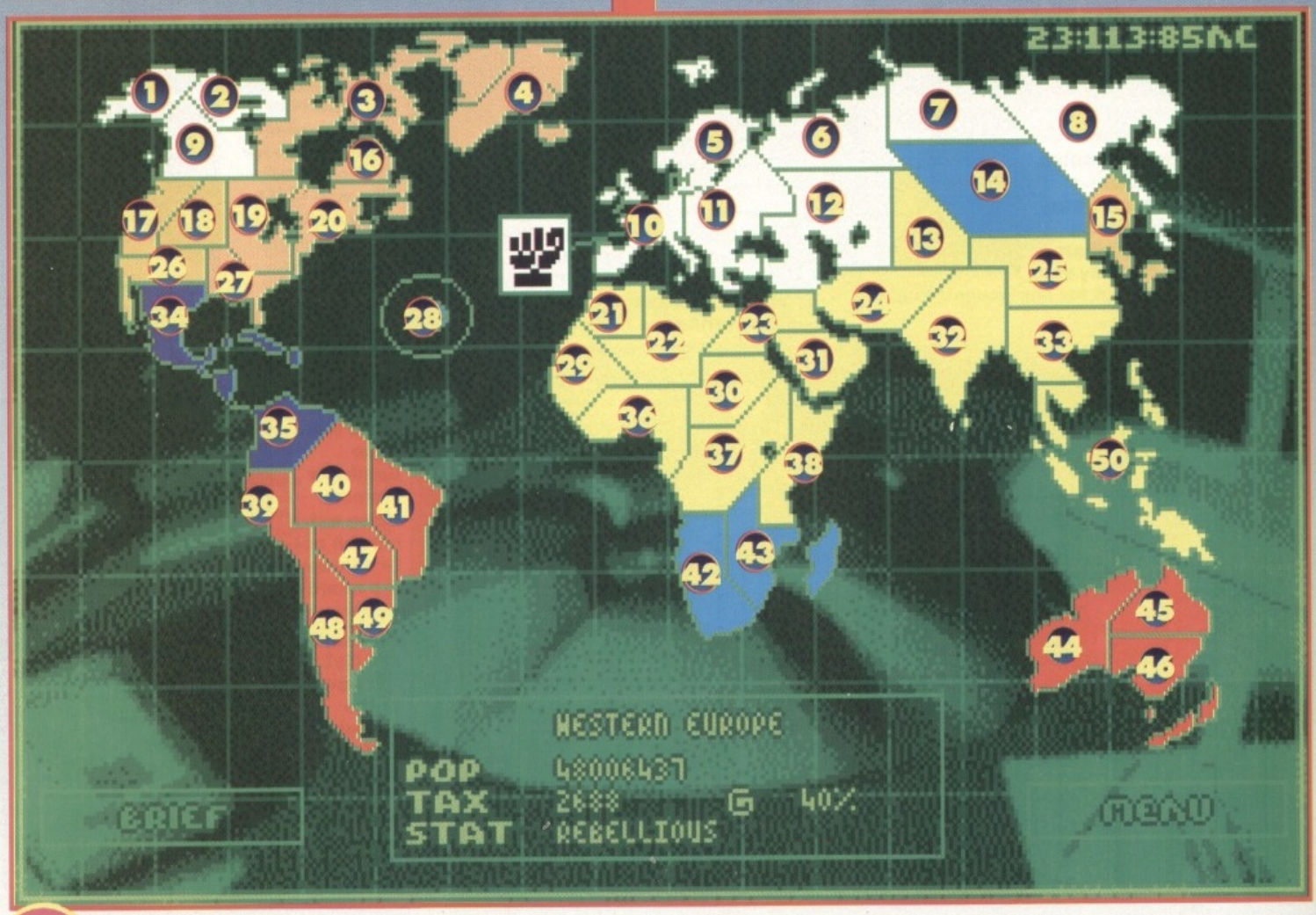
7 Get all agents in the ambulance and drive out of the fort to the evacuation zone (starting point).

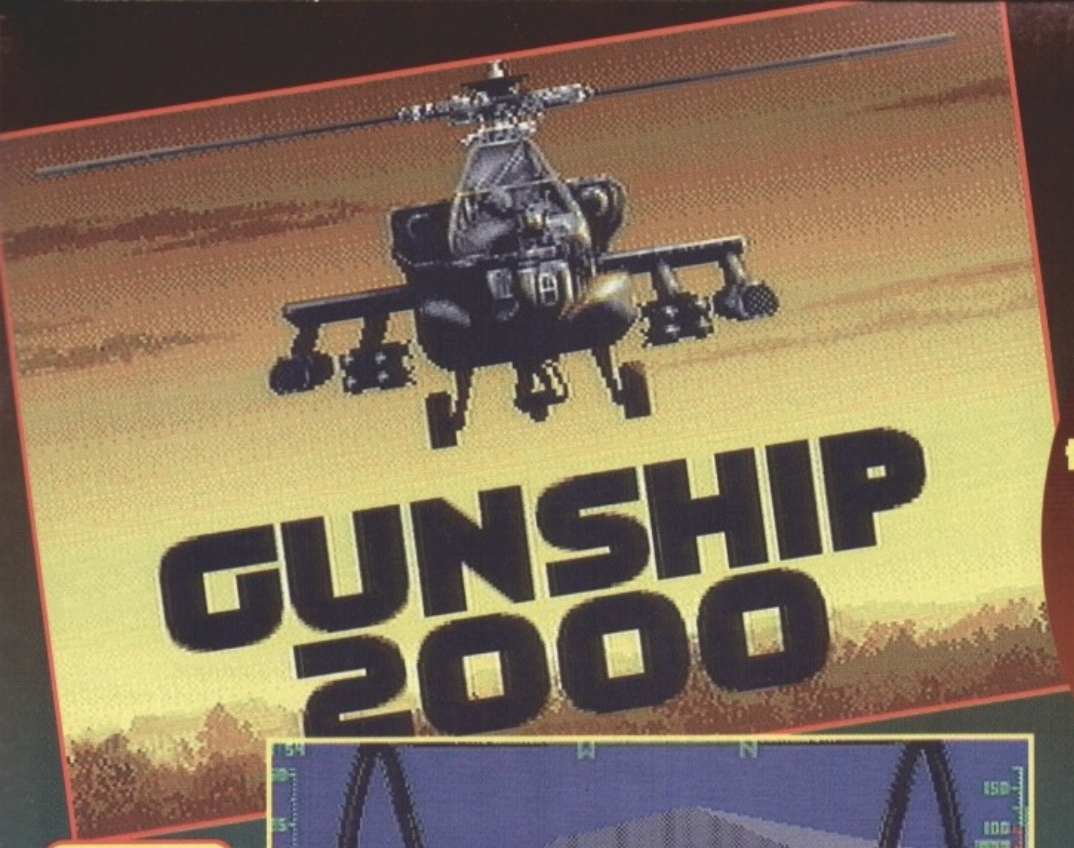


Playing Tips!

TRAVEL THE WORLD!

1. ALASKA: Destroy two APCs in a fortress, steal an ambulance and evacuate.
2. NORTHWEST TERRITORIES: Retrieve damaged agents.
3. NORTHEAST TERRITORIES: Steal the laser technology from the military.
4. GREENLAND: Persuade a target and escape from a military base.
5. SCANDINAVIA: Persuade two people. Sneak into the city by the sewers.
6. URALS: Kill all enemy agents.
7. SIBERIA: Kill all enemy agents.
8. KAMCHATKA: Persuade an informer before killing a VIP's wife.
9. YUKON: Persuade girl then evacuate.
10. WESTERN EUROPE: Assassinate mercenary captain.
11. CENTRAL EUROPE: Kill all enemy agents.
12. EASTERN EUROPE: Assassinate a chemical plant engineer.
13. KAZAKHSTAN: Kill all enemy agents.
14. MONGOLIA: Persuade a doctor attending a conference.
15. FAR EAST: Kill all enemy agents.
16. NEWFOUNDLAND: Kill all enemy agents while they are testing their new weapon.
17. CALIFORNIA: Persuade a professor to leave his laboratories.
18. ROCKIES: Destroy an APC and rescue hostages.
19. MID WEST: Assassinate the heads of crime families.
20. NEW ENGLAND: Persuade three different targets.
21. ALGERIA: Kill all enemy agents.
22. LIBYA: Assassinate single target.
23. IRAQ: Assassinate a hard-to-reach target at the end of a rail line.
24. IRAN: Assassinate a dignitary opening a shopping centre.
25. CHINA: Kill all enemy agents.
26. COLORADO: Assassinate target in an armoured convoy.
27. SOUTHERN STATES: Assassinate governess of the city on her private island.
28. ATLANTIC ACCELERATOR: Clear the platforms of all enemy agents.
29. MAURITANIA: Persuade target held under heavy guard.
30. SUDAN: Assassinate two informers.
31. ARABIA: Persuade two targets for information.
32. INDIA: Assassinate a bandit leader in his base in the city.
33. PACIFIC RIM: Kill all enemy agents.
34. MEXICO: Retrieve scanner unit before recovered by enemy.
35. COLOMBIA: Steal an ambulance for a doctor.
36. NIGERIA: Persuade guarded target.
37. ZAIRE: Persuade a police officer and evacuate.
38. KENYA: Escort target to safety.
39. PERU: Assassinate the target before he makes an escape.
40. VENEZUELA: Assassinate heavily guarded target.
41. BRAZIL: Destroy three cars then escape.
42. SOUTH AFRICA: Assassinate VIP visiting military base.
43. MOZAMBIQUE: Steal Gauss Gun technology from the military.
44. WESTERN AUSTRALIA: Steal Energy Shield technology from a research station.
45. NORTHERN TERRITORIES: Assassinate rebel activists.
46. NEW SOUTH WALES: Kill all police officers in city.
47. PARAGUAY: Persuade enemy informer.
48. ARGENTINA: Escort target to a safe house.
49. URUGUAY: Steal a car, destroy another car then escape.
50. INDONESIA: Break a convict out of prison and get him to safety.





Playing Tips!

No more jokes about 'not keeping your chopper up', this is one helicopter game that demands the respect of all flight fans. Many thanks to MicroProse for these wonderful whirlybird tips...

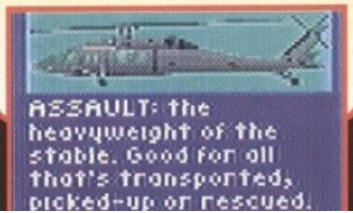


On search-and-destroy missions, fly around the assigned area in a triangle to find the target. If your chopper has a mast you can spot it from further away.

CHOPPERS AND MISSIONS

When sending your wingmen on a recon mission, ensure their weapons are on hold when they sight their objective. This stops them blowing up the target. Also, the objective is completed faster and the target sighted from further away if the chopper has a mast.

Make sure you take a Blackhawk chopper on transport/pick-up missions. Without one you're unable to complete your objectives. Also, clear the area of enemy units first. You then have a free zone in which to manoeuvre and complete the objective.



COMBINING THE TWO TECHNIQUES

Hover behind a hill, pop up and let the target fire at you, then hide behind the hill again. Now fly around it. The target expects you to rise over the hill and has to turn towards you before firing.

USING HILLS

Use the hills as cover for as much as possible. Fly from hill to hill using the zoomed-in map, gradually sneaking up on the enemy. When you've reached the hill the enemy's behind, use one of these attack techniques:



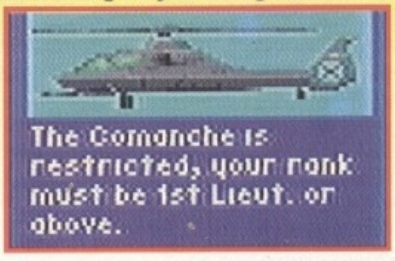
THE 'SNEAK AROUND' METHOD

The target should be very close to the hill you're using. Fly around the side of the hill and destroy the target using the cannon before it gets a chance to fire.



The Longbow Apache's the best battlefield chopper; its long-range weapons are an invaluable tool!

The Comanche Stealth's a good chopper to fly on 'wingmen' missions. As a section leader, fly a Comanche Stealth and give your wingmen Apaches or Longbow Apaches. The enemy attack your wingmen first as they're easier to detect.





THE 'POP UP' ATTACK

Put the chopper into a hover just before the hill and use the 'shift/plus' keys to rise above it. Lock onto the target (which you can now see over the hill) and wait until it fires. Then use 'shift/minus' to quickly lose height and hide behind the hill again. When the enemy missile hits the hill pop up again, lock onto the target and fire. Your missile then destroys the target before it can reload and fire again.

Playing Tips!

WEAPONS

Enemy infantry always needs two hits from Hellfire missiles, and they're pretty scarce. Always destroy them with cannon fire or rockets.



When using laser-guided missiles don't change weapons while it's in flight as it loses its lock.



If you want more target detail when locked on, pause the game and you're presented with a facts box.



Not all weapons are 'fire and forget'; with many of them you have to remain locked onto the target until it's destroyed. The weapons for which this is not the case ('fire and forget') are Stingers, Sidewinders, Sidearms, Mavericks and Penguins. All rocket-type weapons are fire and forget.



If there isn't a FARP point in the mission and you're short of missiles and fuel, landing at the base also replenishes supplies.



GENERAL TIPS

If one of your mission objectives is to destroy a train, get close to it and destroy the engine using cannons or rockets, immobilising the rest of the train.



Promote your section leaders to higher ranks before promoting other pilots. As a pilot is promoted his ability improves. Your section leaders get shot at most, so they should be your best pilots — they need to be good with the jammers and decoys to avoid getting shot down.



1. First of all, set flight to the 'realistic' setting. This is the hardest part of the game to get used to. Always make small adjustments to the controls and watch the altitude dials and read-outs on the HUD very closely. ALWAYS be ready to adjust the torque.

2. Next set the Wind and Visibility switches to the 'realistic' settings — these don't make the game too much harder to play.

3. Now turn off the ground avoidance — at all costs make sure you don't hit the ground. By this time you should've flown about 15 missions and be able to fly the 'realistic flight' model comfortably.



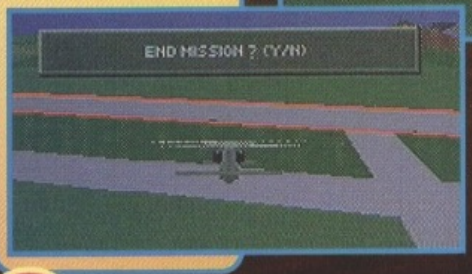
DAMAGE CONTROL

Here are some damage limitation tips for when hit.



If your tracking camera's destroyed, use either 'Alt/P' or the outside views to find out what's attacking you.

If you're about to be shot down or don't have the power to take off again, use the 'end mission' function. At least you have a chance of being rescued.





If your chopper's taken lots of damage and you've completed at least one of your objectives, go back to base. It's better to get fewer points and survive than get shot down. Remember, you only have to destroy one of the objectives for the mission to be successful.



If the HUD is taken out, fly the chopper using the dials on the cockpit. Check your altimeter straight away and get the chopper into level flight. Lower the nose until you reach a reasonable speed (keep an eye on the altimeter), and fly using these dials.

Playing Tips!

Flying along river beds make it very difficult for the enemy to lock onto you, especially when there are cliffs on either side of the river.





Try to complete both objectives in 30 game minutes or less (a clock is shown in the top-left corner of the HUD). If you take longer, points are deducted.

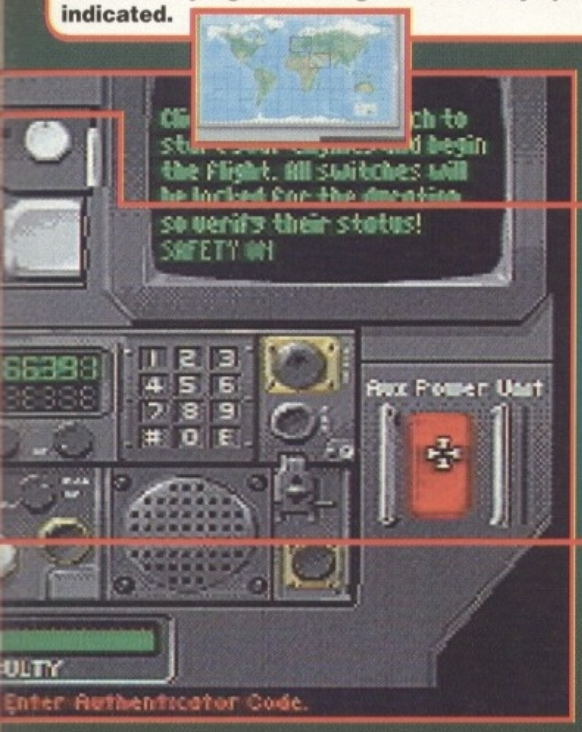


Using the co-pilot to activate decoys and jammers saves a lot of hassle when slugging it out with enemy vehicles.



DIFFICULTY

To begin with, play the European scenario — there's lots of terrain variation to use to hide from the enemy.
It's best to progress through the difficulty options as indicated.



4 Now turn on the realistic landings — remember to descend very slowly or you'll crash and burn.

5 When you can fly missions all the time without any problems on these settings, gradually increase the enemy difficulty level.

CONTROLS

Finally if you have a Sega Mega Drive or a Gravis control pad you can use one button to fire and the other to change targets.
On the Sega pad, the 'B' button fires and 'C' changes target. On the Gravis pad the RED button fires button and GREEN changes targets.





To get the best scores, reach the highest ranks and get the highest decorations you need to play the game on the hardest difficulty levels. To get the Congressional Medal Of Honour you really need to play the game on the full difficulty level and on a flight or campaign mission.
It's easiest to get when both missions targets are groups of vehicles, as these missions have lots of targets to destroy. It helps if the mission objectives are also close to the base as your flight time is quick. Make sure you destroy lots of targets on the map. Look for extra targets which may not necessarily be near your mission objectives.

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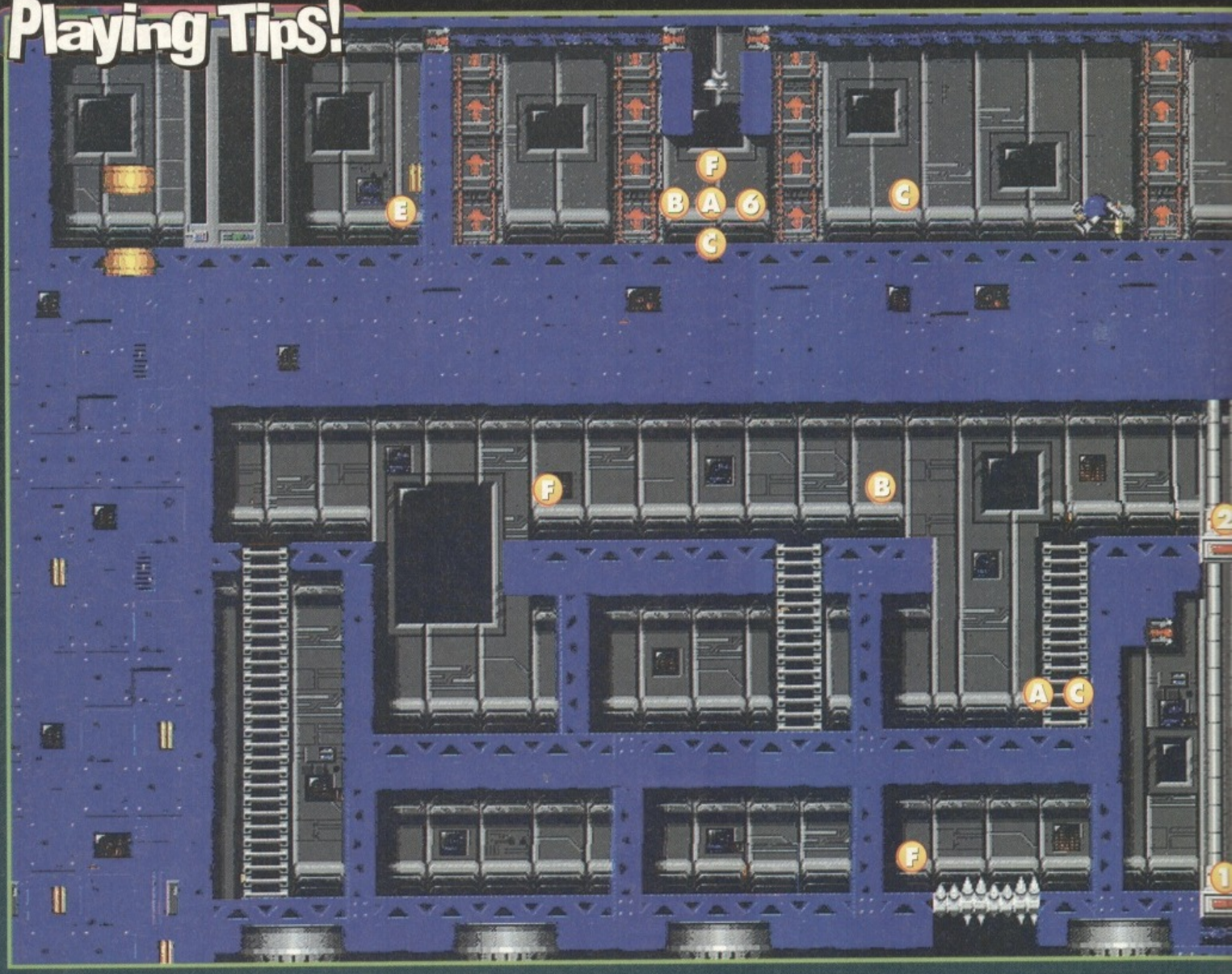
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THE LOST VIKINGS™



Held captive on an alien spaceship, will the three Vikings ever see their beloved village again? Who knows, but these level guides should help them on their way in one of the funniest puzzle games in ages.

THE PILLAGING GUIDE TO CRACKING HEADS!

Here's the deal to using these well fruity maps! There are codes on the maps ranging from A to G. These correspond to each individual Viking and each move they make. See overpage for the full list of them. Anyway, just change into the relevant Viking, at the relevant place on the map and do the relevant task and whey-hey! The easy way to conquer pillage and, well perhaps not!

Playing Tips!

LEVEL ONE

1. Push up and jump off to hit the switch on the right.
2. Baleog and Olaf are to get on the lift and travel down.
3. Collect Key.
4. Use the Key in the hole.
5. Transport Erik first, then Baleog, then Olaf.
6. Here you have to exchange the Gravity Boots from Erik to Olaf.
7. Hit this switch.





T TRANSPORTERS. Step between these two poles and you'll be whisked off to another part of the level which cannot be reached by any other means.

LEVEL TWO

1. Use the Red Key here.
2. Use the Yellow Key here.



Playing Tips! LEVEL THREE

1. Collect this Key.
2. Use the Blue Key in here.
3. Collect Key.
4. Use the Red Key.
5. Use the Yellow Key here.

NORSE GOODIES

1. Collect Smart Bomb.
2. Talk to the old Mush.
3. Collect Key.
4. Collect this Key.

BOMB: Drop one by an item (eg a computer) to blow it up.



FOOD: Heals 1 health point when eaten.



SHIELD: Gives a Viking a bonus blue health





SMART BOMB: When detonated it destroys all enemies on screen.

FLAMING ARROW: Kills an enemy with just one shot.



GRAVITY BOOTS: Enable a Viking to walk normally in a gravitational field.



KEY: Used to unlock doors of the same colour.



BUTTONS: Press them to open doors etc. Baleog can hit

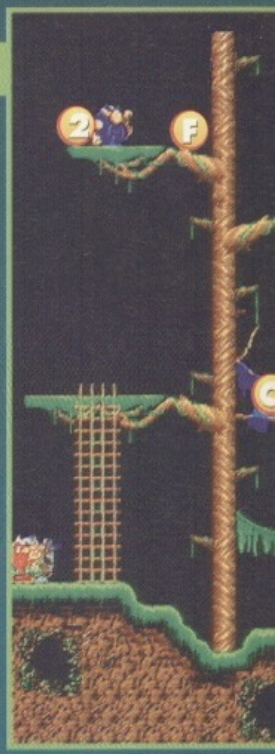


SWITCHES: Look different but act in exactly the same way as buttons.



STEAK: Heals 2 health points.





Playing Tips!





A OLAF SHIELD AHEAD. The tubby guy's shield is thick enough to resist even laser bolts, protecting him and his comrades behind.



B OLAF SHIELD ABOVE HEAD. When the fat fella holds his shield above his head, he hang-glides across gaps, or safely down long drops. Talk about defying gravity!

OLAF THE SCOUT
Age: 23
Height: 6'2"
Weight: 320lbs
Speciality: Defence
Equipment: Shield



Although Olaf cannot kill baddies, his hefty shield stops them in their tracks. It also repels laser bolts, allowing the other two Vikings to get safely past. When he lifts the shield above his head he can hang-glide safely down long drops, or let Erik jump on it to reach higher platforms.



C BALEOG ARROW. His secondary ability, this is useful for bumping off baddies from distance, as well as hitting switches behind force-fields. If he fires two he gets a pint of cider — only kidding!



D BALEOG SWORD. His mighty blade can scythe most baddies in half with just a couple of blows. It's best to hide just behind Olaf's shield when doing this, so he can slash away in complete safety.

ERIK THE SWIFT
Age: 19
Height: 5'8"
Weight: 160lbs
Speciality: Fast running, jumping
Equipment: Running shoes, a strong head



Erik is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by headbutting them at speed! His weakness is his vulnerability to baddies, having no shield or weapons.

BALEOG THE FIERCE
Age: 25
Height: 6'0"
Weight: 220lbs
Speciality: Combat
Equipment: Bow & arrows, sword



Baleog can kill most enemies with two swings of his sword, or by firing arrows at them. The latter can also be used to activate switches — even if there's an electric field in the way. Though brilliant on the attack, Baleog isn't too good at defending himself, so it's a good idea to hide him behind Olaf's shield when fighting fiercer baddies.



E ERIK RUNNING. Maybe he's embarrassed about that naff ginger beard, but Erik can't half run around much faster than his colleagues.

F ERIK JUMPING. Looking like something out of ZZ Top, Erik can jump to the beat to clear hazards and gaps. Thank Odin he can't play the guitar, though.



G ERIK'S SUPER RUN. The bearded ZZ Top lookalike gets down to some real headbanging. When he butts his bonce against bricks, they crumble into dust, enabling albeit painful passage through walls.



LEVEL FOUR

Playing Tips!

DAWN 2
Messengers of Doom

1 On starting the game you see a group of thugs attacking a young girl (marked A). Don't go over and mix it with them — you'll get creamed!



2 Instead go North to the village of Zabhorn (B). Recruit the thief you find in the well.





3 Recruit at the local pubs, and buy weapons at the shop. These are located at the ends of the 'fingers' of land extending into the sea.





6 Go to the harbour (C), attack the captain and get arrested. You'll be taken to the Chief of the Isle who offers you the ship if you can find his girl's necklace.













7 The necklace has been stolen by a huge lizard creature who lives in the forest to the East of where the girl was killed (D). Use bowmen to weaken it from a distance before moving in for the kill.







4 When fully tooled up go back to where the thugs are torturing the girl (A) and kick serious backside. It isn't easy — they're pretty tough.



5 The girl dies, but not before entrusting a pendant to you.



8 Take the necklace, return to the harbour (C), and attack the captain again. You're taken to the Chief. Give him the necklace and he gives you safe passage on the boat. Return to the harbour and set sail...

Playing Tips!

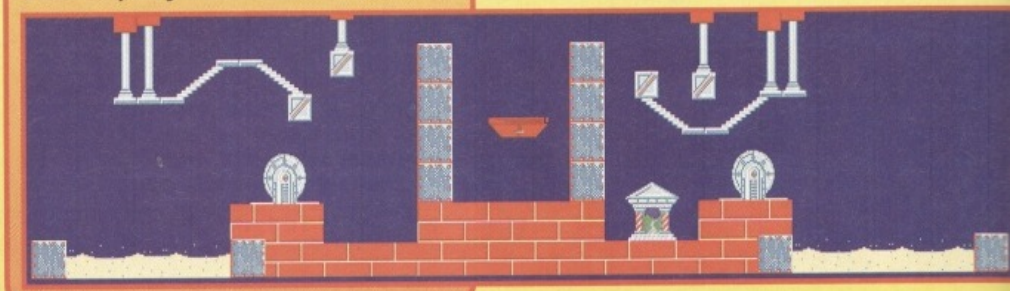
Lemmings™ Lifeline

Never mind that *999* telly programme — we save far more lives in *Lemmings* and *Lemmings 2*! On the latter, several readers are having trouble reaching the exit in the Space level, *Inside The Steel Box*. On the *Oh No! More Lemmings* data disk, Kate England from Bramley has reached the end of her tether with *And Now The End Is Near*. Never fear, Lemmings Lifeline is here! If you're stuck on any *Lemmings/Oh No! More Lemmings/Lemmings 2* level, write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/code of the level. Sorry, we can't make personal replies.

AND NOW THE END IS NEAR

(Oh No! More Lemmings; Crazy Level 7)

The end may be near, but getting to it certainly isn't easy. All those Lemmings are trapped between two high walls. Oh well, if they can't go over 'em, why not under?...

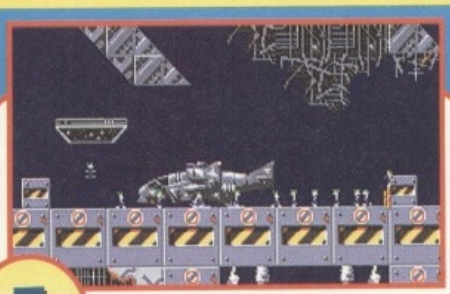


1 Make the first Lemming a Climber when he walks left. He climbs up the left wall.



2 Make him a Parachutist so he falls safely down the other side.





1 Make the first Lemming into a Stacker here (laying his first brick next to the small crate)...

2 When he's got up this far, make him pour cement to stop him stacking. He walks over the crate.

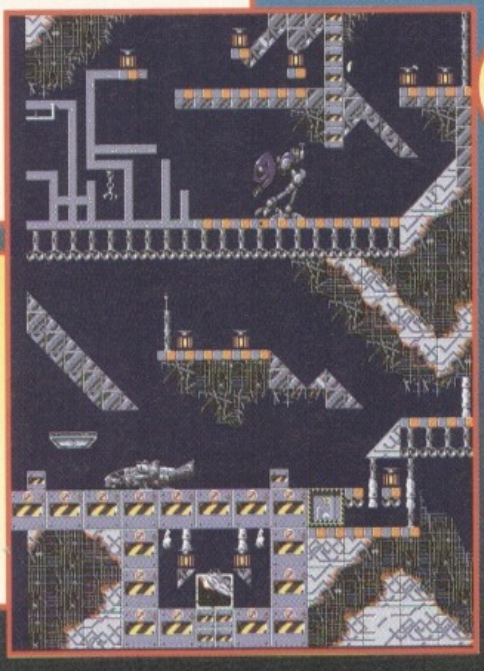


INSIDE THE STEEL BOX

(Lemmings 2; Space Level 9)

However do you reach an exit surrounded by solid steel crates? The answer lies with teleports, and there's plenty of 'em on this level. Trouble is, the only ones leading to the exit are at the far top-right of the map — and there's that trigger-happy Walker to get past. As usual, though, it can be done...





3 Fire a rope from this ledge to the slope on the right.



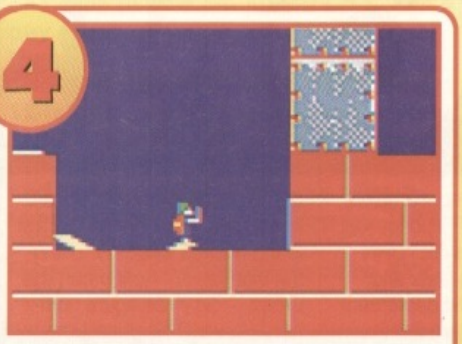
Playing Tips!



3 To stop him climbing up the next wall, build a bridge just before it to turn the Lemming round.



4

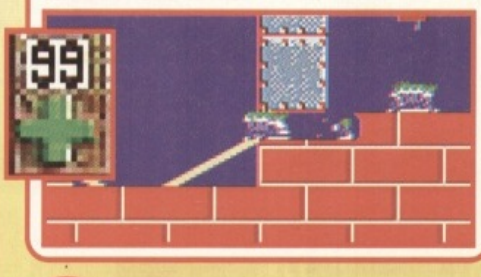


This is the tricky part as you have to start building in exactly the right place. When he finishes, make him build again.

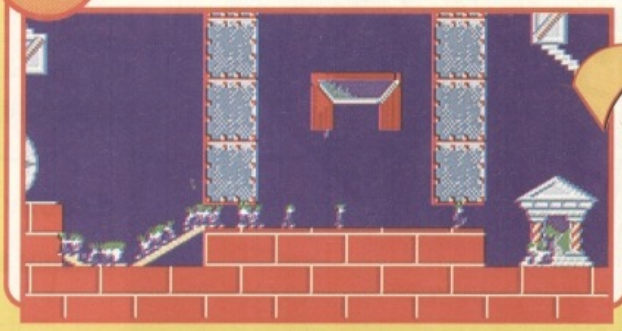


5 As he reaches the wall, make him a Basher. Get it right and he'll bash just under the steel block and remove the top of the bricks, so all the other Lemmings fall through the floor. Increase the release rate to 99.





6 All the Lemmings go along the passage (some go left and turn round) and into the exit. Easy!

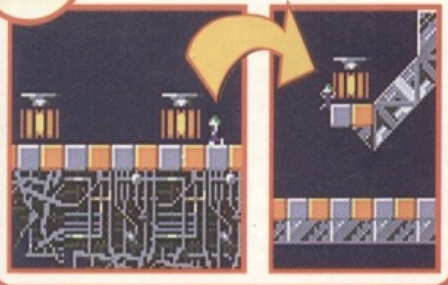




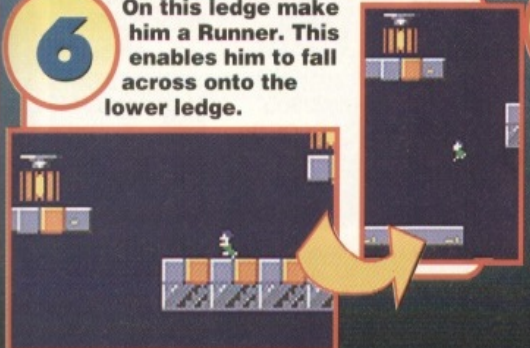
4 Fire a second rope up to the next slope.



5 Let the Lemming walk into the teleporter. He reappears at the top of the level.



6 On this ledge make him a Runner. This enables him to fall across onto the lower ledge.



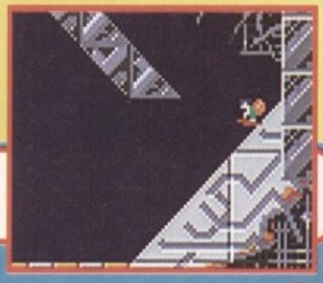
7 Make him a Platformer at the end of the ledge. When he finishes make him a Platformer again.



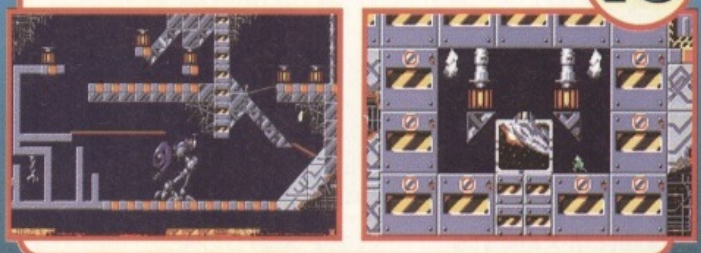
8 After building the long platform, the Lemming falls safely past the Walker.



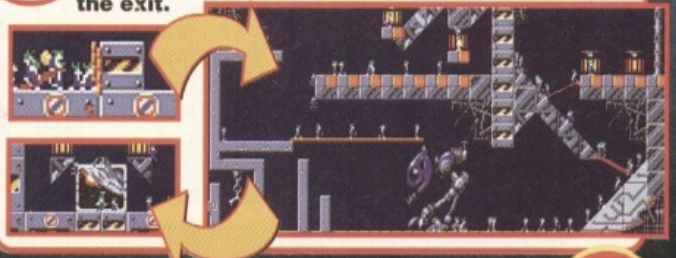
9 Make him build a bridge up to the next slope.



10 Fire a rope to the top-right ledge containing the two teleporters. Walking into these takes him inside the steel box to the exit.



11 Finally, build a bridge up to the small crate to release the rest of the Lemmings. They go up the ropes, into the teleporters, across the platform, up to the final teleporters leading to the exit.



Playing Tips!

REAL ACTION!

Rock 'n' Roll, dudes! The Action Replay page is back, with more power pokes for all your favourite games. Take it away guys...

BEGINNER'S GUIDE TO POKING...

We're running a little short of Action Replay pokes here at Amiga Force. If you've got some, send 'em in — don't be shy! You never know, you might even get your name in the mag! This month's motley collection come to you courtesy of ourselves, so hit the button & poke away!



First, hit the freeze button on your Action Replay cartridge. The screen now displays a blue CLI-like offering, complete with cursor. For TFD pokes just type it in and press RETURN — the computer then finds and deletes the required decrement instruction, giving you infinite whatevers. If it's an M poke, the process is a little more complicated. Enter the code (eg M 1A17) as usual. A row of two-digit hexadecimal numbers are then displayed. Change the first to the desired value (FF being the highest) but remember, this is hex — no three-figure numbers please! This gives extra lives, credits, etc. Press Return, then Esc to access the main AR screen. Finally, press X then Return to get back to the game.

'TFD' POKES

CHUCK ROCK	TFD 697E	Lives
	TFD 6983	Energy
CJ'S ELEPHANT ANTICS	TFD 1EC71	Lives
DRAGON SPIRIT	TFD 199EE	Lives
FIRST SAMURAI	TFD C848	Lives
FROSTBYTE	TFD 1E546	Lives
GHOST BATTLE	TFD B1A	Bombs
GUARDIAN ANGEL	TFD C0DBAF	Lives
HATE	TFD 9F66	Lives
JAMES POND	TFD 1B0	Lives
	TFD 231	Time
MIDNIGHT RESISTANCE	TFD 11692	Lives
MISSION X	TFD 1BC0A	Lives
NIGHTBREED	TFD 24A	Lives
NINJA RABBITS	TFD 22AC2	Lives
RAID	TFD 1BC7A	
	TFD 1BC7C	Lives
ROBOCOD	TFD 2286	Energy
ROBOCOP 2	TFD 8034	Lives
R-TYPE 2	TFD 1497F	Lives
	TFD 149FE	Credits
SKY HIGH STUNTMAN	TFD 0D8	Smart bombs
	TFD 0D6	Lives
SPACE GUN	TFD 32E24	Credits
STRIDER 2	TFD 6AD4	Lives
WICKED	TFD 5C8	Lives
WINGS OF FURY	TFD 2E154	Lives
XENON 2	TFD 7B00	Lives

'M' POKES

AGONY	5B9EB	More time for extra weapons
ALIEN BREED	C05A4F	Time
	CO5A5B	Keys
	CO5A53	Ammo
APB	32167	Demerits
	34413	Date
ARKANOID II	D61E39	Lives
BATTLE SQUADRON	4DDA	Lives (p1)
4EE4	Lives (p2)	
	4ED5	Nova missiles (p1)
	4EEF	Nova missiles (p2)
CASTLES	C11485	Food
	C0B8E9	Archers
	C0B8F3	Infantry
	C11464	30,000 gold pieces
E-MOTION	410D	Lives
F-15 STRIKE EAGLE II	C38329	Mavericks
	C38327	Sidewinders
INDY HEAT	123B9	Credits (p1)
	123B7	Money
INSECTS IN SPACE	C699	Life counter
KICK OFF 2	1AF1D	Goals (p1)
	1A818	Goals (p2)
	1F117	Time
PARASOL STARS	148B	255 lives (Bubby)
	149A	Invincible Bubby
	14F3	255 lives (Bobby)
	1502	Invincible Bobby
RODLAND	20C6D	Lives (p1)
	20CBD	Lives (p2)
	229B5	Level (max 26)
SENSIBLE SOCCER	C0DF4F	Goals
SPEEDBALL 2	52A1	P1 score
	52A3	P2/CPU score
	1E2	Cash (change to 60 60)

TIPS BITS

Playing Tips!

Welcome, tipsters and tips seekers! This is the section written by readers, for readers! If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.
The best tipster each month wins a 12-month subscription (if you already have one, we'll extend it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: *TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.*

LURE OF THE TEMPTRESS

Q&A ■ Unfortunately we haven't got the space to print a full solution for *Lure Of The Temptress* — it'll be in the next issue — but in the meantime, here's some specific help from Dublin's **Neil Bristow**...

■ L Clapp of Beeston, Nottingham wanted to know where to find the flask to make the potion to change into Selena. Well, when you got out of the dungeons and first got into the town, Mallin should have given you a metal bar to bring to Ewan who, in return, gives you some money and a gem. You have to give the gem to Nellie (she works in the pub) who gives you a flask with some liquid in it. Give this to Luthern (the blacksmith) who drinks it and hands you back the empty flask. You put the potion into this.

ESCAPE FROM THE PLANET... ■ SIM CITY

Q&A ■ Can you tell me the cheat for *Escape From The Planet Of The Robot Monsters* and *Sim City*?
Andrew Taylor, Fleetwood

■ Thanks for the cheats you sent in, Andrew, although we've already printed them all! Here's the cheat for *Sim City*. Hold Shift and type FUND for $10,000. Do it too often and you get a major earthquake!

Unfortunately we don't have a cheat for *Escape...* — can anyone oblige?

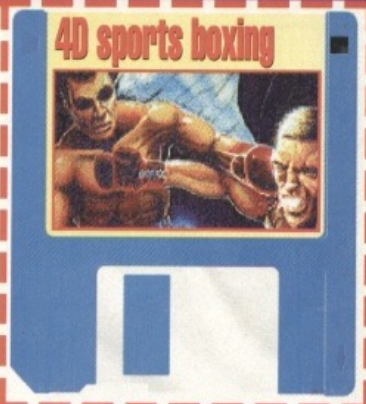
RAINBOW ISLANDS

Q&A ■ Have you got any cheats to get more lives or continue past Robot Island?
Michael Perkin, South Reddish, Cheshire

■ Thanks a bunch for those spawny *Superfrog* codes, Michael — used in this month's Cut-Out 'N'

CUT 'N' OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HANDY CHEAT CARDS! SO GET SNIPPING!



















Playing Tips!

Cheats. Here are those *Rainbow Islands* cheats (though I'm told they don't work on every version of the game). On the title screen type SSSLLLRRS & Space for increased credits; and LBSJRLJL to continue at any stage.

SHADOW OF THE BEAST II ■ POPULOUS II

Q&A ■ To give the money to the snail in *Shadow Of The Beast II*, just ask about KARAMOON and answer yes (Y) when he asks if you want to go there. He takes your money and you're sent to Karamoon.

■ Here's my list of Challenge series codes for *Populous II*...

0	VERDANT
1	WALLS
2	BOLT
3	FIRE
4	BASALT
5	PAPAL
6	HEAT
7	OBVIOUS
8	BULLFROG
9	SURROUND
10	RANGER
11	MAGNET
12	SURFIN
13	DIAGS
14	BANDITS
15	WINDS
16	WAVE
17	WALL
18	FUSE
19	MIGRAT
20	HURDLE
21	SIEGE
22	SPICE
23	CONV
24	MUSHY
25	GAUNTLET
26	UWORLD
27	SPLITTER
28	CELTIC
29	ELECTRIC
30	ILLUSION
31	ESCAPE
32	SABOTEUR
33	RITES
34	GUARDS
35	EXTINCT
36	PATHWAY
37	RUNNER
38	TWIN
39	ORCHARD
40	ROCKY
41	FRYING

J Tasker, East Barnet, Herts

■ Thanks a million for those world-beating tips, J.

FUTURE WARS

Q&A ■ Thanks to **Phil Ducker** and **Richard Holliday** for sending in solutions to this epic adventure, now on Kixx XL. Richard recommends saving the game often — during animations is ideal — as some sections require precision timing, leading to annoying deaths...

Your quest starts on a window cleaner's cradle outside an office block. EXAMINE the scaffolding to reveal the lift control and OPERATE the UP button to bring the cradle up to the correct level. TAKE the BUCKET and OPEN the window that your boss appeared from and enter the building.

Inside, USE your empty BUCKET with the sink to fill it, then OPEN the toilet door. TAKE the little FLAG (a red pixel) and OPEN the cupboard to your right. TAKE the INSECTICIDE and then TAKE the

4D sports boxing
MINDSCAPE

When in training, put the emphasis on strength. When fighting, hold down 'fire' and walk towards your opponent for a guaranteed KO.

More crazy coupon capers... these new-look cheat coupons are good, aren't they? They're ideal for cutting out and putting with the relevant games — very handy! Thanks to all the readers who sent in tips. If you've any cheats, level codes or secret subgames, let us know. We're always on the look-out for more material.

archer maclean's pool
VIRGIN

To suss out the player's abilities, go into trick-shot mode and enter the code 'V12F'. You get a double click. Go into the demo menu — select the players for demonstration mode and make the computer play itself.

Also, if you're about to lose a game of 9-Ball against the computer, hit Esc as it's lining up for its last shot. This makes the cue ball follow through into the pocket.

the amazing spiderman
EMPIRE

Press 'fire' when you load the game, as soon as the title screen appears. Choose your language, and hit return when asked the copy-protection questions. You should now be on the menu screen. Select Number 2 with the joystick, hit fire and the number 2 on the keyboard. You're now in the game, and pressing Help restores your energy.

Alternatives — Type SPIDEY'S GONNA CHEAT (including spaces and apostrophe) OR type GENERIC on the high-score table to activate the same cheat.

afterburner (American)
ACTIVISION

During play, type TOGETHER IN ELECTRIC DREAMS. You hear a sampled 'wow!' You can then use the following:

G — Extra Missiles
T — Reduce Missiles
< — Advance A Stage
> — Back A Stage
S or I — Play A Sampled Sound
N — Extra Lives

afterburner (European)
ACTIVISION

Pause the game and type THUNDERBURNER to activate the cheat mode. Then you can type:

G — Extra Missiles
T — Reduce Missiles
< — Advance A Stage
> — Back A Stage
S or I — Play A Sampled Sound
N — Extra Lives

beverly hills cop
TYNESOFT

Type **MELLIE** on the difficulty menu to access all areas of the game.

beavers
GRANDSLAM

During the game, type **BIGGIGBIB.** You can now press F2 to skip levels and Space to access any part of a level.

assassin
TEAM 17

On the first mission, climb the first tree (left-hand side), until you can go no higher. Then type NICEVIEWFROMUPHEREMATE. The border flashes, and because you hit the 'P' key the game is paused. You now have infy energy. Hit the following keys for the stated FX...

1-6 — Select that mission
E — Go to end-of-level baddie
W — Extra weapons

arkanoid
HIT SQUAD

On the UK version, use F3 and F4 for one- and two- player games (instead of F1 and F2). This gives an extra 33 levels not on the arcade machine.

empty PLASTIC BAG from the waste-paper basket. Walk over to the exit door and OPERATE the bottom-right corner of the carpet. TAKE the KEY hidden underneath it. USE the full BUCKET with the door your boss appears from to balance it on top. Operate the exit door (on the right) and your boss opens his door to get a soaking! You can now go through the exit.

In the map room, USE the KEY you just found with the cupboard to reveal a typewriter. EXAMINE the TYPEWRITER and write down the number you find: 40315. Then OPEN the desk drawer and TAKE the SHEAF of blank paper. Walk over to the map and EXAMINE it to find a small HOLE. USE the red FLAG with the HOLE (you need to be precise) to open a secret passage. SAVE the game and enter.

You have to work fast to shut down the mechanical ceiling before it crushes you! OPERATE the numbered keypad and punch in the number you found on the typewriter. When the fifth digit is entered, the ceiling raises and a hidden door appears.

Go through it to discover a control room. Use the SHEAF of paper on the OPENING in the machine and OPERATE the GREEN button, followed by the RED button. Quickly grab the documents which appear and run into the teleporter (white circle on the floor). One flash of light later, you find yourself in the middle of a swamp in the year 1304!

The Middle Ages

Make your way across to the left, walking on the GREEN AREAS ONLY — any other part is lethal. Get as close as possible to the swarm of mosquitoes and USE the INSECTICIDE on them. Walk further across to the left and EXAMINE the GLINT OF LIGHT to find a PENDANT. TAKE it and exit to the left.

Walk to the tree near the lake. EXAMINE the foot of the tree to find a ROPE. USE ROPE ON TREE BRANCH. When a bloke appears, TAKE his SLACKS, and his TUNIC. After a quick change, go left.

Walk towards the hens and turn LEFT between the tree and the moat. Continue on out of sight behind the castle wall.

In the clearing, walk to the tree. OPERATE TREE, then EXAMINE GROUND to find a COIN. Return to the village.

Walk to the inn, OPERATE DOOR and go inside. USE COIN ON INNKEEPER: you are then seated, enabling you to hear the conversation of the villagers. You have to do this before the guard will let you into the castle. Go outside now.

Walk to the guard. USE PENDANT ON GUARD. There is now an automatic sequence where you're taken into the castle and converse with Torin, The Master. You're then put back outside in the village. The guard is now asleep, so TAKE LANCE, then walk to the clearing again.

Walk up to the tree with something hanging from it: it's a monk's habit currently out of your reach. USE LANCE ON MONK'S HABIT. After another quick change, return to the village.

Walk down towards the bottom of the screen to a forest path near the gateway to a monastery.

EXAMINE WOLF (don't get too close!). EXAMINE GLINT at the back of the wolf. Yes, it's an electrical wolf! Return to the lake screen via the village.

SAVE your game for sure here as the next section is very tricky. USE PLASTIC BAG ON LAKE — you now have a rapidly leaking plastic bag full of water and your first really nasty timing problem! You have to get from the lake, through the village, along the path and onto the bridge as far as the exact spot which causes the wolf's head to lower in readiness. Only from this position can you effectively USE THE FULL BAG ON THE WOLF. There is only EXACTLY enough time allowed to get this right before the plastic bag is empty again.

Once you've disposed of the wolf, walk across



the bridge to the monastery door and OPERATE DOOR to enter (you're safe as long as you're wearing the monk's habit). Once inside, there's a strict rule to abide by! You may only walk in a CLOCKWISE direction around the outer path, and NEVER try to get to the white circle in the centre of the room (you don't need to). Stick to this rule and you can go in and out of all the necessary doors quite safely.

Walk around the path to the RIGHT-HAND door and OPERATE DOOR to enter. The Father Superior asks for a drink. Leave the room then walk (clockwise) around the path to the LEFT-HAND door and OPERATE it to enter.

Walk across this room and TAKE the CUP, then exit and walk around the path (clockwise) to the door OPPOSITE where you entered the monastery. You'll now be in the wine cellar. Walk up to the ladder by the barrels and stand on it. USE CUP ON BARREL (the one on the top shelf, farthest to the right). Return to Father Superior around the clockwise path.

Father Superior takes the cup of wine and gets drunk! EXAMINE FATHER SUPERIOR to find a control device. USE CONTROL DEVICE ON PIECE OF FURNITURE to get a magnetic card. Return to the wine cellar.

Stand on the ladder again and USE CONTROL DEVICE ON BARREL (top shelf, directly above the ladder). A passage opens and you enter the control room. Walk up to the glass case and EXAMINE it to get a gas canister — if you're standing close enough. Use MAGNETIC CARD ON CONSOLE.

Sit back and watch an automatic sequence... Lana is freed and takes over, points the pendant at you and you rematerialise in the castle to rejoin her father. They then reveal that they're time-travellers from the year 4315 — and that's where you're going too!

The Future

Unfortunately Lana doesn't make it to the future, so you're on your own! In the ruins, walk to the extreme BOTTOM-RIGHT of the screen and EXAMINE RUBBLE to find a blowtorch. Walk up the screen a little to the right and onto the next screen.

Walk to the WHITE DOT (named as rubble) and EXAMINE RUBBLE while standing very close. You get a box of fuses. Move slightly to the RIGHT and down to an orange-coloured disc shape (also named as rubble). OPERATE RUBBLE to uncover a manhole. OPERATE MANHOLE COVER to enter the sewer.

Walk to the right. As you enter the second sewer screen, your character starts walking automatically — where you click with the LEFT mouse button is where he stops. Walk right again and stop at the pipework with a tap on it (a couple of blue pixels). USE BLOWTORCH ON TAP to fill it up. Guide your character around the sewer to walk out the BOTTOM-LEFT of the screen. He begins to walk automatically again...

Just before you leave a certain screen you get a windowed message about hearing a woman crying for help. When you click to clear the window, he goes into the next screen. You get TWO MORE windowed messages as you walk towards the creature. Once the windows have cleared, the character carries on walking towards the creature. Now is when you must use a click to stop him at a stop before the point where the back of the creature's body starts. USE BLOWTORCH ON CREATURE. There's now an automatic sequence where the woman helps you out of the sewer and gives directions to the Supreme Council. You'll shortly be outside the Metro.

Walk directly in front of the doors under the video camera. USE LANCE ON VIDEO CAMERA. Now walk through the door. Walk close to the newspaper machine and EXAMINE it very carefully. There's a coin collector and a money slot on it. EXAMINE COIN COLLECTOR, then USE COIN IN MONEY SLOT. Repeat these two

bubble bobble
HIT SQUAD

Plug joysticks into both ports. When you're about to die, pick up the second stick and press FIRE. Do this every time you're about to croak it — you'll get through a lot more screens for your credits.

black crypt
MIRRORSOFT

Make several backup copies of the game. Get to a staircase (where the game loads) and drop all your items at the top. Save the game. Reload with your other game disk, and drop all your items at the bottom of the stairs. Take out the disk, and put in the one with the goodies at the top — go up, pick up the junk, swap disks, go down and pick it up again!

bionic commando
US GOLD

Leave Level 1 with the timer showing '1' for nine lives and loads of points.

bill's tomato game
PSYGNOSIS

No level codes here — there are several different sets, so there's no point printing only some. Instead, if you're desperately stuck press HELP to take you to the next level.

d/generation
MINDSCAPE

To activate the cheat mode:
type in SETH as your user-name (on the first computer that opens a door) and OSTRICH as your pass-name. Type DEATH as your pass-code on the second computer that opens a door.

lemmings 2
PSYGNOSIS

On the main menu, click in all four corners starting with the top left and working clockwise. You then hear 'Let's go!' (if you don't, try again until you do — you have to be very accurate with the pointer). You can now access any level.

desert strike
ELECTRONIC ARTS

Level Codes:
2 — BQOQAEB
3 — ALHHHZV
4 — WEIVVJT
End Sequence — ONKKQKF
Also, try the following cheats:
BQQQAEZ — Ten lives, infy ammo
HARDCASE — Unlimited weapons but low armour

creatures
THALAMUS

Pause the game and type A FINE KETTLE OF FISH, including the spaces. Access the different levels via the following:

C — Cheat mode off
F10 — Access next level
F1 — Stage 1.1
F2 — Stage 1.2
F3 — Torture 1
F4 — Stage 2.1
F5 — Stage 2.2
F6 — Torture 2
F7 — Stage 3.1
F8 — Stage 3.2
F9 — Torture 3

fantasy world dizzy
CODEMASTERS

Enter your name as
IMMORTAL
to...
well, I'm sure you can guess.

f-29 retaliator
OCEAN

Landing the plane in this fun-but-flawed flight sim is almost impossible. Instead, when over the airfield just eject — you lose points, but at least you stay alive (incidentally, you can still control the aircraft after you've bailed out)...

f-19 stealth fighter
KIXX XL

If chased, land close to (but not on) an airfield and taxi to the edge of a runway. Shutting down your engines now makes the enemies fly away.

e-motion
US GOLD

Secret Bonuses;:
1 — Complete a bonus level with the last digit on the timer showing three.
2 — Connect four pods in a row without creating any new balls.
3 — Collect the final blue pod of a bonus level first.
4 — Complete a level without leaving via the screen edge.
5 — Complete a level without turning right.

actions. You now get a newspaper. Walk to the train doors and go in.

At the shuttle port, walk down the stairs at the bottom of the screen. USE FUSES ON FUSES — they're on the fusebox on the wall. Now go upstairs. The inspector is watching TV and there's just enough room to guide your character BEHIND him and into the arrowed channel onto the escalator.

There follows a long automatic sequence involving the capture of your shuttle in mid flight: you end up in a Crughon prison cell. You have to enter THREE commands, but after the second one you must enter the third one so INSTANTLY that you must ensure the mouse arrow is physically very close to the air-duct named on screen. This opens the menus near the air-duct, reducing the distance the pointer has to travel to it and saving valuable time! The three commands are: USE KEY ON AIR-DUCT, USE GAS CANISTER ON AIR-DUCT, and USE NEWSPAPER ON AIR-DUCT... if you haven't been gassed to death, the door will open. Walk out.

Another automatic sequence depicts the capture of the Crughon ship you're in by an Earthship and you being hauled before the Supreme Council as a Crughon spy! Just as you're about to be shot, Lana saves you.

Prehistoric Times

When you teleport you reappear on top of a slope. Go down it and walk left into the next room, where Lana gives you the airgun. The next part is a mini shoot-'em-up: just shoot the Crughons, paying special attention to the ones nearer the centre of the screen (showing a red danger box). When the leader appears (on a hover platform) shoot him and mop up the remaining Crughons.

Lana now gets shot by a sniper. EXAMINE her three times to get an invisibility pill and the pendant. USE PENDANT ON LANA to teleport her back to base. Walk down the screen and to the right.

At the entrance to the Crughon spaceship, EXAMINE the dead Crughon to find another magnetic card. Walk up the ramp.

You're now in the control room. USE MAGNETIC CARD ON CARD READER (on the wall, right of the door). Walk to the case, OPERATE CASE and TAKE GARMENT. Walk to the video camera and USE GARMENT ON VIDEO CAMERA to cover it up. Walk to the glass case and enter it. You're advised to SAVE the game here.

OPERATE CASE and an automatic sequence shows five screens through space, docking you at the Crughon Space Fortress.

Playing Tips!

Crughon Space Fortress

Walk to the left until just past the doorway, so you're already out of the way of the guards about to walk in. USE PILL ON HERO. After the SECOND guard has passed you, go straight out of the door (the invisibility pill lasts only one minute).

Go down the conveyor belt to the floor level, where (still invisible) you must guide your character between the boxes and the guard to the bottom of the screen.

Now go to the left to hide behind the boxes by the time the pill wears off.You mustn't bump into the guard or he will feel your presence. Walk left to the largest box and OPERATE it to climb in.

After a while you get out of the box at night and are told you only have six minutes to reach the master computer room! Go through the door to enter a maze of ladders and platforms. Just keep trying and you'll make it.

Once there, quickly walk over to the console and USE MAGNETIC CARD ON CONSOLE, then exit to the maze again. Return the way you came, but turn off the route to another door — between the levels of the computer room and your original start point. This door has four large arrows pointing at it



Playing Tips!

— you win if you enter it before the timer runs out. You've saved the world, so sit back and enjoy the end sequence.

FANTASY WORLD DIZZY

Q&A Here's the rest of the solution that Dave Meats started in the July issue. Many thanks to Solihull's **Richard Davies** for sending it in...

Get the bag on top of the well, beyond the sleeping dragon. This allows you to carry four things. Now find three gold keys (you should have two already: one in the broken bridge, the other in the room to the right of where you found the meaty bone — see Dave's solution). To find the third key go right from the well, picking up the cow on the way (for a laugh try picking up the dung!). Keep going right until you reach the base of the volcano. You should find it there.

Go left until you find the lift room containing four fruit machines. Use a key on three of these (the top-right one won't turn on yet). Travel up the tree complex (don't pick up the black hole, as all your stuff falls out of your bag). Eventually you find Grand Dizzy who gives you a crowbar. Walk past him, left, and get the pick axe. Travel right to get the door knocker, on the screen to the right of Grand Dizzy. Now return back to the room under the one where the meaty bone was found. On the left of this room is a door which says 'knock and enter'. Use the door knocker and, hey presto, the door opens. It leads to a room containing an empty bucket. You should now have: bucket, crowbar, pickaxe and cow.

Return to the well where you found the bag and stand on it. Use crowbar (weeeeeee!). Dizzy lands in Australia! Go left and meet the magic shopkeeper who appears. Offer him the cow and he begins to barter with you, eventually giving you a bean. Go right until you're standing by the edge of the well, jump right and you land on the right edge of the well. Jump right twice more and you should land on the barrel, then the church roof. Walk right and get the key from in the church and return to the well.

Jump into the well to return to the other side of the world. Go to the dung (where the cow was found) and plant the bean in it (yuk!). Walk right to the volcano base, where a small pool of water is found. Stand in this (you don't die), drop the bucket and pick it up again. It's now full of water. Return to dung and use the bucket on it to make a bean stalk appear (eat your heart out, Jack). Climb halfway up it (where it meets the cloud) and jump right. Jump up the cloud route and go right. Jump off the right side of the cloud on the far right.

You land at the entrance to the cloud castle, where the milkman has delivered an egg — pick it up. Go right and you see that the way is blocked by some spikes. Return to the lift machine room. Turn on the last machine using the gold key. Drop down the lift shaft to find the dragon's lair. Put the egg in its nest and it lets you pass. Jump up to where the rocks are and use the pickaxe. Walk past the rubble and pick up the rug. Return to the cloud castle. Use the rug while standing by the spikes: the rug covers the spikes so you can pass. Follow the corridors and, when you reach Daisy's prison, flick the switch and stand by her. Press fire and watch the animation. You've completed all the puzzles: all you have to do now is find the 30 gold coins.

TIPS WINNERS!

This month the two free AMIGA FORCE subscriptions go to the senders of the *Future Wars* solutions: Phil Ducker of Priory Park, Luton and Richard Holliday of Aston-on-Trent, Derby.

the lost vikings
INTERPLAY

More level codes:

19: PLNG	29: 8BLL
20: BTRV	30: TRDR
21: JNKR	31: FNTM
22: CBLT	32: WRLR
23: HOPP	33: TRPD
24: SMRT	34: TFFF
25: V8TR	35: FRGT
26: NFL8	36: 4RN4
27: WKYY	37: MSTR
28: CMBO	

(If it doesn't work, try substituting zeros for the 'O's)

the lost vikings
INTERPLAY

Level Codes:

1: STRT	10: BBLS
2: GR8T	11: VLCN
3: TLPT	12: QCKS
4: GRND	13: PHRO
5: LLMO	14: C1RO
6: FLOT	15: SPKS
7: TRSS	16: JMNN
8: PRHS	17: TTRS
9: CVRN	18: JLLY

interphase
IMAGEWORKS

Type **'Fenny'** (capital 'F') to access the object viewer utility.

graham gooch world class cricket
AUDIOGENIC

When bowling, pick a leg- or off-spinner. Place the box directly in line with the wicket, and bowl with no spin at all. The ball bounces over the opponent's bat and hits.

superfrog
TEAM 17

Level codes:

FOREST WORLD	CASTLE WORLD
2 — 234644	1 — 392822
3 — 447464	2 — 446364
4 — 747822	3 — 984448
	4 — 477444

CIRCUS WORLD
1 — 343522
2 — 822311
3 — 922334
4 — 091332

seuck games
SEUCK — GBH

Plug joysticks into both ports. Select a one-player game, and when all your lives are gone, pick up the second stick and hit 'fire' to carry on. As far as we know, this works on all *SEUCK* games.

midwinter
KIXX XL

Instead of recruiting your team, just grab a big stick of dynamite and make your way to the enemy HQ.
KERBOOM!
Also, the initial setup is controlled by where you click the mouse on the start screen. Just thought I'd tell you that...

mega-lo-mania
IMAGEWORKS

To get this great god-sim to work on the A1200, turn off the speech before running.

walker
PSYGNOSIS

To stop the gun overheating, use an autofire joystick. It won't fire as quickly, but it's fast enough to be functional.

transarctica
SILMARILS

On the options screen, click in a corner of the screen, pressing Ctrl and Alt at the same time. You can now activate the following cheats:
Click in the top-left corner to get a fully loaded train.
Clicking in the top-right corner improves the strength of the enemy.
Click in the bottom-left corner for a supertrain, along with all the objects and info you need to win.
Click in the bottom-right corner and you've won.

super off-road
TRONIX

Opponents' skill levels are set by your performance in the last race. If well ahead, wait on the finishing line until your nearest opponent has almost caught up, then nip across the line just in front.

superfrog
TEAM 17

More level codes:

ANCIENT WORLD	ICE WORLD
1 — 467464	1 — 452234
2 — 818234	2 — 984841
3 — 182394	3 — 383772
4 — 298383	4 — 093152

MOON WORLD
1 — 387211
2 — 981122
3 — 017632
4 — 398112

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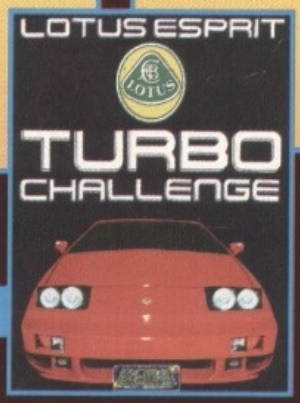
Hey! Do you want the good news or the even better news first? the good news is that from Issue 6 (on sale 20 May), AMIGA FORCE will be published every 4 weeks! No more long waits between issues! No more hair-tearing frustration, yearning for the latest, hottest tips. Nope, it'll be hitting the streets **EVERY** 4 weeks!

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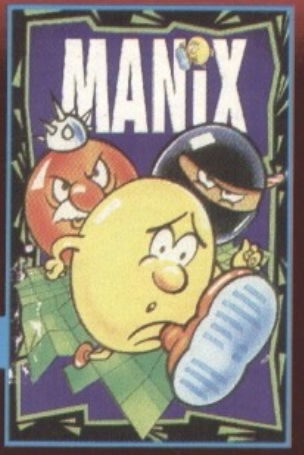
■ Even more playable than its two classy sequels, this is *the* two-player driving game. The rollercoaster 3-D action is superfast; the competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.

THREEBIES!



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Next Month!

FORTHCOMING ATTRACTIONS

NO SECRET

Arrrgghhh! It's happened again. Yes, I know we promised you a sneak look inside MicroProse's secret HQ to see their new games, but our agent was preoccupied with trying to extract information from a Russian female spy. Ahem. We've now pulled him off that job, so we'll bring you his secret report next month — honest!

What we did bring you this ish, was our very first Playtest: a method of evaluating nearly-complete releases without breaking our promise to only review finished games. Let us know what you think of it — there'll be more Playtests next month.



IN NEXT MONTH'S AMIGA FORCE...

USE YOUR LOAF, PART 2

Yet more brain-bending games, continuing our epic roundup. They're not wargames, they ain't puzzlers, but these strategic sims don't half test the grey matter.

TERRIFIC TIPS

Rise through the ranks with our *War In The Gulf* tactics. Continue world domination with more *Syndicate* maps and tips. Venture into the known with more *Ishar 2* hints. Plus maps for *The Lost Vikings* and a whole load of cheats, pokes and tips bits. Take a tip: get AMIGA FORCE!

THE FIRST CD32 SOFTWARE REVIEWS

We burrow deep into Millennium's *Diggers* and flip our lids over 21st Century's *Pinball Fantasies*. Plus a more detailed look at other new CD titles.

amiga FORCE SPECIAL RESERVE

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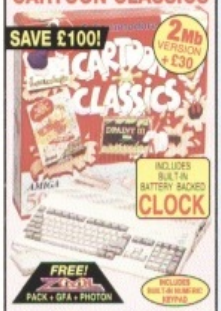
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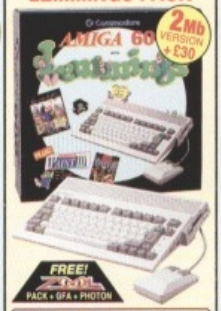
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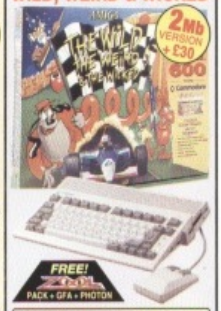
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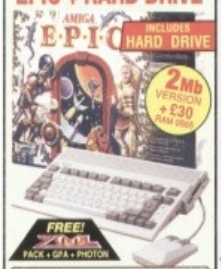
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